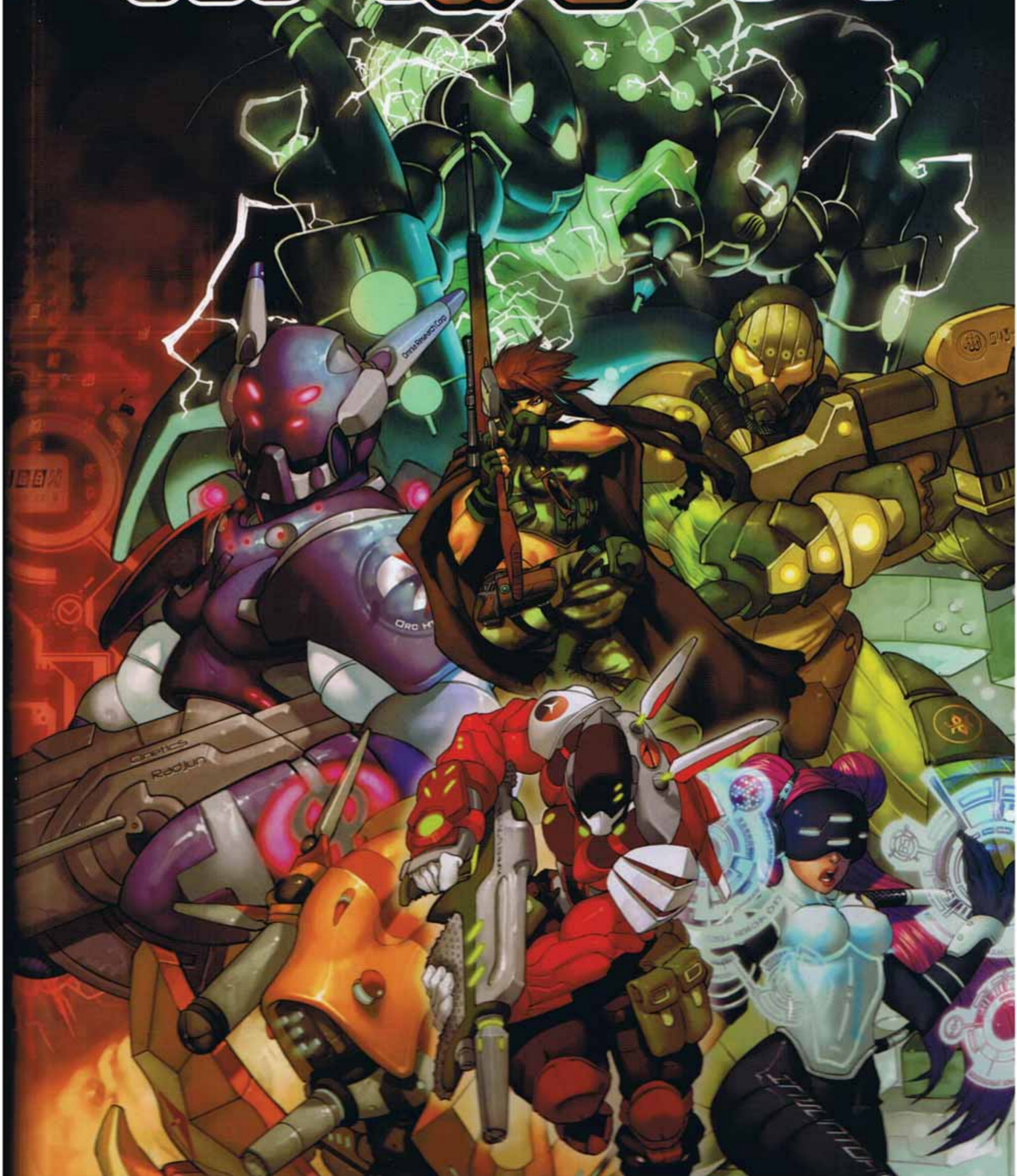


INFINITY



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INDEX OF CONTENTS

Credits	2		
Index of contents	3		
001 INTRO	6		
Intro	6		
Infinity	7		
Personal Guide to the Human Sphere	8		
Massive Effect	10		
002 PanOceania	12		
<i>PanOceania</i> : The course of the giant	14		
The Lobbies' empire	15		
The Hyperpower	16		
PANOC_NAV. A travel through PanOceania	18		
TAG	19		
The Panoceanian Military Complex	21		
<i>Fusiliers</i>	22		
<i>Kamau Amphibious Intervention Teams</i> :	22		
<i>Bagh-Mari Unit</i>	22		
<i>Akalis, Sikh Commandos</i>	23		
<i>Nisses from Svalarheima</i>	23		
<i>Orc Troops</i>	23		
<i>Aquila Guard</i>	23		
<i>Sacred Order of Knights Hospitaller</i>	24		
<i>Swiss Guard</i>	24		
<i>Armoured Cavalry</i>	24		
<i>Dragoes, Acontecimento Dragoons</i>	25		
<i>Cutters, Varuna Naval Chasseurs</i>	25		
<i>Jotums, Svalarheima Mechanized Cuirassiers</i>	25		
<i>Croc Men from Paradiso</i>	25		
<i>Trauma Doc</i>	26		
<i>Machinists</i>	26		
<i>DronBots</i>	26		
<i>Joan of Arc</i>	27		
003 Yu Jing	28		
Yu Jing is the East	30		
An exquisite balance of power	31		
TheDragon, The Imperial system	32		
On board the Qiaoyin	34		
The Qingdao Report	35		
Yu Jing's State Empire Army	36		
<i>Keisotsu Butai</i>	36		
<i>Zhanshi</i>	36		
<i>Tiger Soldiers</i>	37		
<i>Invincibles</i>	37		
<i>Wu Ming "Those without a Name"</i>	37		
<i>Dàofēi Tactical Reconnaissance Section</i>	38		
<i>Hac Tao Special Unit</i>	38		
<i>"Hsien" Warriors</i>	38		
<i>Yáokòngs</i>	39		
<i>Gūiláng Skirmishers</i>	39		
<i>Ninjas</i>	39		
<i>Shaolin Monks</i>	39		
<i>Doctor (Zhanshi Yishēng)</i>	39		
<i>Mecha-Engineer</i>	39		
<i>Gūijiǎ, Ssu Ling Squadrons</i>	40		
<i>Ko Dalí, Sergeant of the Tiger Soldiers</i>	41		
<i>Sun Tze</i>	41		
004 Ariadna	42		
Ariadna: Formation, suffering and contact	44		
<i>Initial phase</i>	44		
<i>Settling phase</i>	45		
<i>Consolidation phase</i>	46		
<i>Contact phase</i>	47		
Rodina: Cossack Settlements	48		
USAriadna: American Settlements	49		
Caledonia: Scottish Settlements	49		
Merovingia: French Settlements	50		
Ариадна Армия The Ariadnian Army	50		
<i>Line Kazaks</i>	50		
<i>1er Régiment de Para-Commandos</i>	51		
<i>TankHunters</i>	51		
<i>5th Minutemen « Ohio »</i>	51		
<i>13éme Moblots</i>	52		
<i>Veteran Kazaks</i>	52		
<i>7th Foxtrot Rangers « Newport »</i>	53		
<i>Ariadna Scouts</i>	53		
<i>1st Highlanders S.A.S.</i>	53		
<i>Antipode Assault Packs</i>	54		
<i>45th Highlanders Rifles « Galwegian »</i>	54		
<i>Irmandinhos</i>	54		
Dog-Warriors	54		
<i>Corporal Uxia McNeill, 1st Highlanders S.A.S</i>	56		
<i>Van Zant, Captain of 6th Airborne Rangers « Oklahoma »</i>	56		
<i>Kazak Dóktor</i>	56		
005 Haqqislam	58		
The Founder	60		
The birth of New Islam	61		
Following the Prophet's footprints	61		
The Nation of Merchants	63		
Tebb Al-Nabi, the Prophet's Medicine	65		
Bourak a Go-Go	66		
The Sword of Allah	66		
<i>Daylami Infantry</i>	67		
<i>Ghulam Infantry</i>	67		
Naffatûn	67		
<i>Halqa Mechanized Infantry</i>	67		
<i>Khawarijs</i>	68		
<i>Djanbazan Tactical Group</i>	68		
<i>Hassassin Ragiks</i>	68		
<i>Janissaries</i>	69		
<i>Ahl Fassed Regiment</i>	69		
<i>Maghariba Guard</i>	69		
<i>Hunzakuts</i>	70		
<i>Murabids Tuareg</i>	70		
<i>Hassassin Fiday</i>	70		
<i>Kum Motorized Troops</i>	70		
<i>Ghazi Muttawí'ah</i>	71		
<i>Najjarun Engineers</i>	71		
<i>Remotes</i>	71		
<i>Tarik Mansuri, Amir (Officer) of Khawarijs</i>	71		
<i>Izzat Beg, Kum Headman</i>	71		

006 Nomads	72	010 RULES OF ENGAGEMENT	128
The Nomad Nation	74	Introduction	128
Tunguska (<i>The Money</i>)	75	Distances and Measures	128
Corregidor (<i>The Hand</i>)	76	Preparation	129
Bakunin (<i>The Soul</i>)	78	Deployment Zone	129
Nomad Commercial Missions	79	The troops	129
Nomad Military Force	79	Types of Units	129
Alguaciles from Corregidor	80	How to organize an Army	130
Securitate	80	Availability	131
Hellcats	80	Weapon Support Cost (SWC)	131
Intruders, Corregidor Assault Commandos	81	Lieutenant	131
Reverend Moiras	81	Combat groups	131
Mobile Brigada	81	Explanation of unit data	131
Lizard Squadron	81	Line of Fire and Zone of Control (LoF and ZC)	132
Szalamandra Squadron	82	Game Mechanics	133
Bakunin Zeros	82	Modifiers	133
Spektrs	82	Normal dice roll	133
Der Morlock Gruppe	82	Face to Face dice roll	133
Daktaris	82	Player turns and Game turns	134
ClockMakers from Bakunin	83	Order and Order Reserve	136
Tunguska Interventors	83	Types of Skills	136
Zonds	83	ARO	137
Zoe & Π-Well, ClockMakers Team	84	Order spending and ARO procedures	138
		Lieutenant Special Order	138
		Deployment and Initiative	138
		Ballistic Skills (BS)	139
		Covers	141
		Area of Effect Template Weapons	141
		Direct Template Weapon	142
		Attack with thrown weapons	142
		Parabolic Fire	142
		Speculative Shot	142
		Dispersion	144
		Failure Category (FC)	144
		Shooting figures engaged in CC	144
		Suppression Fire (SF)	144
		Close Combat (CC)	144
		Charge	145
		Overrun	146
		Disengaging from Close Combat	146
		Close Combat with several enemies	146
		Coordinated Order	146
		Damage	147
		Guts Roll	148
		Unconsciousness	148
		Death	148
		Structures	149
		Immobilization	149
		Morale and Leadership	149
		Recovering Leadership	149
		Combat Example	150
		Advanced Combat: Hacking	150
		Attack Mode	154
		Hacking a TAG	154
		Hacking a Heavy Infantry or REM	154
		AntiHacker Protocols	155
		Defensive Mode	155
		Hacking Airborne Deployment	155
		Hacking Defensively	155
		Hacking Missiles	155
		Other functions of Hacking Devices	155
		Controlling a Remote	156
		Hacking Security and Information	156
		Coordinated Hacking	156
007 Combined Army	86		
The Myth of Transcendence	88		
Ur Rationalists	88		
The heyday of the Evolved Intelligence	89		
The Nemesis Debacle and the Transcendence Project	89		
The Morat Supremacy	91		
The Shasvastii Continuum	92		
The Exrah Concordat	93		
The Combined Army	94		
Morat Vanguard Infantry	94		
WCD Vector Operators	94		
WCD Void Operators	94		
WCD Jump Operators « Iskallers »	95		
Suryats, Morat Assault Heavy Infantry	95		
The Hungries - « Gakis » - « Pretas »	96		
Raicho Armoured Brigade	97		
WCD Armoured Jump Operators « Caskuda »	97		
« The Charontids »	97		
Med-Tech Obsidon Medchanoid	97		
Avatars	98		
Pioneer Corps « The Shrouded »	98		
Deep Incursion Corps « Malignos »	99		
Speculo Killers	99		
Daturazi Witch-Soldiers	99		
Drones	99		
008 Mercenaries	100		
Mercenary Troops	103		
Yuan-Yuan	103		
Saito Tōgan, Mercenary Ninja	103		
Tearlach McMurrough, Mercenary Dog-Warrior	104		
Avicenna	105		
Miyamoto Mushashi	105		
009 DO YOU WANT TO KNOW MORE?	106		
A new army concept	108		
Anatomy of the modern warrior	108		
The NeoColonial Wars	110		
Ilinfowar: EVO Troops	111		
Theatre of operations: Paradiso	113		
That green planet	113		
Paradiso's Briefing	113		
Paradiso: Situation Report	115		
The Paradiso Campaign: Snapshots from Hell	117		
O-12	122		
Aleph	123		
The Project Toth: the genesis of the Aleph	123		
The Posthuman, ¿a new race?	124		
Antipodes	125		

INTRO

001

One hundred and seventy-five years into the future Humanity has managed to survive despite itself, but for how much longer?

The human race has reached the stars. Travelling through worm-holes, enormous commercial ships, run by the international community, known as Circulars, jump from one star system to another. Circulars are controlled by O-12, an international organism that is the second generation United Nations but with much greater capacity for decision-making and taking action. A single, massively powerful Artificial Intelligence that is present in the entire Human Sphere, and indispensable for the great powers, assists the O-12 in maintaining a fragile balance between them.

The old nations have grouped themselves into great international federations and have allotted among themselves the star systems that have been shown to be adequate for human life. These new powers, much more powerful than the old ones, continue to be moved by the age-old driving forces of human history: the quest for living space, resources and power. They all want the same thing and that makes peaceful co-existence difficult. Confrontation and conflict are the constant norm, whether they be open or concealed, of high or low-intensity, of long or short duration.....the profession of soldier in this epoch is far from dull.....

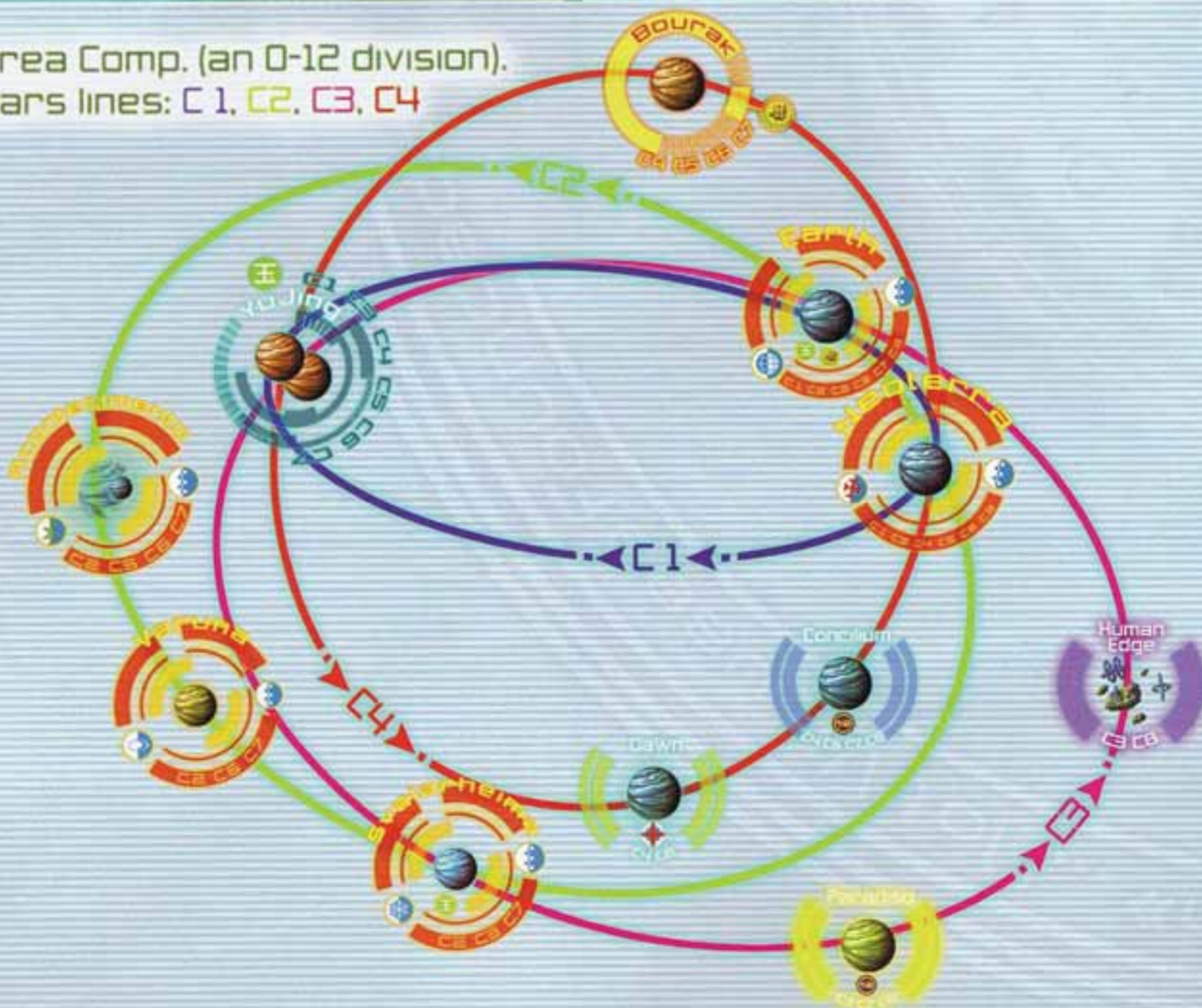


PanOceania is the N°1. Great Power of the Human Sphere. It owns the greatest number of planets, has the richest economy and possesses the most advanced technology. Pragmatic and generous, PanOceania is a melting-pot of cultures, heir to the best democratic and welfare traditions of the West. Proud of itself and somewhat domineering it can claim to have the most technically sophisticated society and army in the Sphere and likes to brag about it.

The competitor, the other great power, the eternal rival always conspiring and intriguing to bring down its adversary is Yu Jing (read Dju Tching), the Asiatic giant. The entire Far East is united beneath the banner of what was once China but which has now formed a single, though varied, oriental culture. Product of great industrial and technological development and a forceful, thriving economy, Yu Jing is determined to achieve the dominant position which it aspires to.

Haqqislam, the New Islam, is a smaller power which possesses a single star-system only, Bourak. Separating itself from fundamentalism, Haqqislam bases its culture on an Islam which is humanistic, philosophical and in continuous contact with nature. Biomedical Science and Terraformation are the two major strengths of Haqqislam, which includes the best schools of medicine and planetology in the Human Sphere.

TransEtherea Comp. (an O-12 division).
Circulars lines: C 1, C2, C3, C4



Intro

The **Nomads** consist of three enormous ships whose inhabitants, discontented with a society controlled by huge macroeconomic blocks and by A.I., have separated themselves from it and roam through space, changing from system to system. Tunguska is dedicated to the traffic and storage of information. Corregidor offers skilled labour at a good price, while Bakunin trades in all that is exotic and illegal in whatever area, from fashion to nano-engineering.

Ariadna is made up of the descendents of the first human colonizing ship that disappeared into a worm-hole and was given up for lost. Isolated on a remote and hostile planet, the Ariadnians – Cossacks, Americans, Scots and Frenchmen – have evolved into a hard and technologically less advanced race, which has just made contact with the Human Sphere and is trying to carve out a niche for itself without falling under the control of the other powers.

The battle-fronts, declared or otherwise, are on the planets and star-systems which are shared by the various powers. Hard and cold Svalarheima, the suffocating jungles and devastated cities of Paradiso, the dense woods of Ariadna. The unfathomable void at the Human Edge system. Names only recently appeared, that yet possess a long history written in blood. An escalation of violence that has precipitated the rise of the Mercenary Companies provoking the desperation of the technologically well-equipped but small military forces of the O-12.

And while Humanity devours itself, a new threat, perhaps the most terrible of all, has managed to form a bridgehead in the heart of the Human Sphere. A **Combined Army** of alien races, united beneath the dominance of an Evolved Intelligence, an ancient but supreme artificial intellect with hegemonic aspirations with respect to any race that crosses its path. A small expeditionary force, equipped with technology superior to that possessed by humans, that has managed to withstand everything the Sphere has thrown against it, and appears to be awaiting reinforcements....

The present is a critical and decisive moment...Will humans become fully aware of what they're up against? Will they continue with their internecine struggles for larger slices of power? What will be the destiny of Mankind? The Chinese curse has come to pass and the Interesting Times are approaching.....

INFINITY

FROM: Psi Unit, Military Intelligence of Aegis Bureau, O-12

TO: O-12 Senate Higher Representatives, Prima Concilium.

ISSUE: Answer to - What is Infinity?

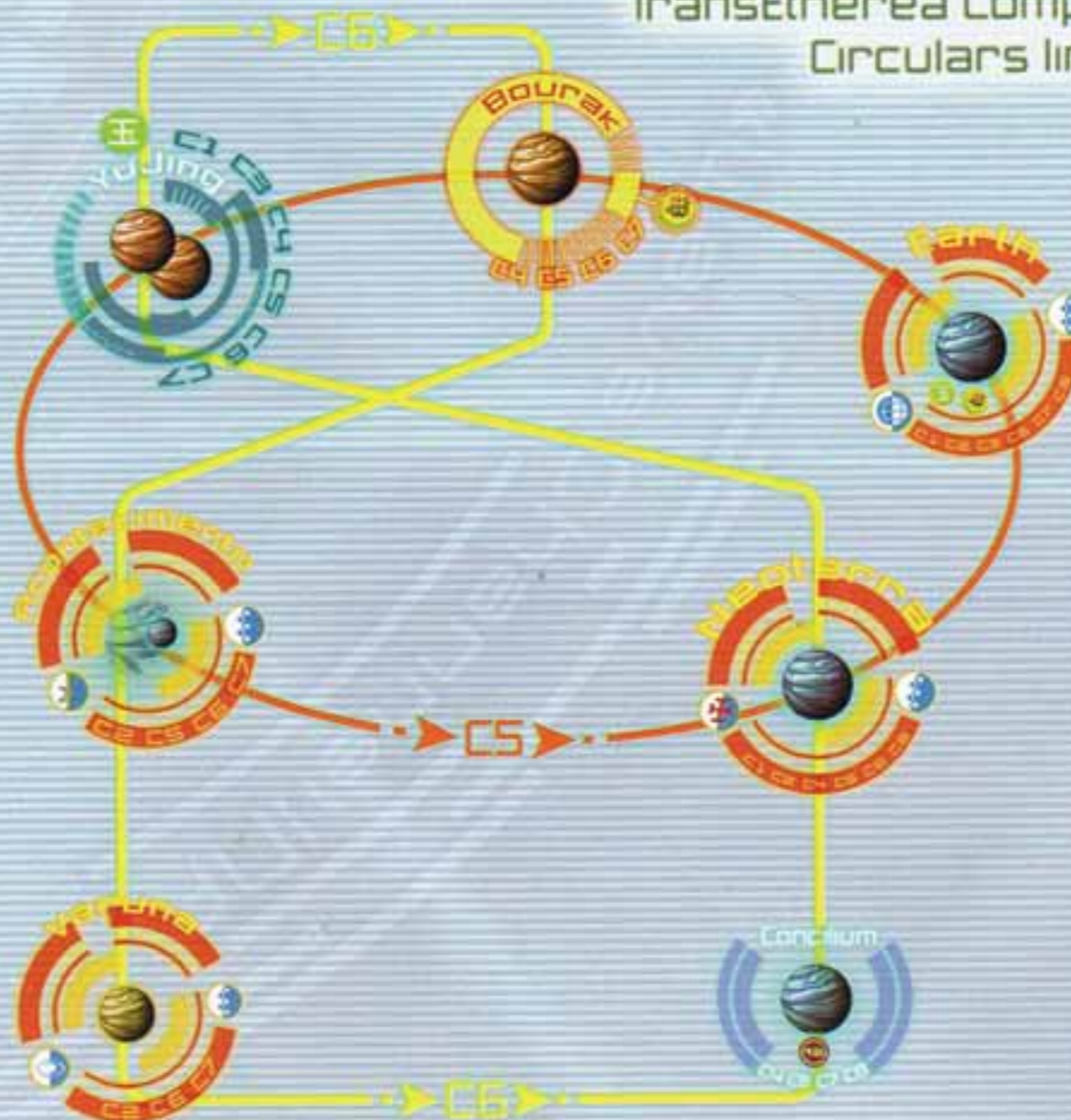
CONFIDENTIAL

SECURITY LEVEL-ACCESS: ALPHA PLUS

INFINITY: The Psi Unit of Aegis Bureau Military Intelligence works directly with ALEPH, the AI, to define a series of stages, or levels, of defensive operational alert. These levels are determined based on reports coming from all areas of the Human Sphere and from analysis of the general situation by specialists working with ALEPH itself.



TransEtherea Comp. (an O-12 division).
Circulars lines: C5, C6



>> 001



Intro

001

>>

Following analysis of these reports, every possible scenario is anticipated and suitable and progressive responses are prepared in the diplomatic and military spheres.

An Infinity level code is the state of alert prior to total confrontation. Infinity is one of the worst possible scenarios considered, a complicated state of affairs of great military gravity that could give rise to a catastrophe. The Infinity level is also known as the "Chinese Curse" or "The Interesting Times" in the jargon of intelligence agents and analysts.

Confirmation of the Sphere's current political and military situation as an Infinity level scenario would trigger off #####

[ACCESS-CENSORED_SECURITY LEVEL: DOUBLE ALPHA PLUS]

End of Report

Autodeleted



PERSONAL GUIDE TO THE HUMAN SPHERE

Welcome citizen!

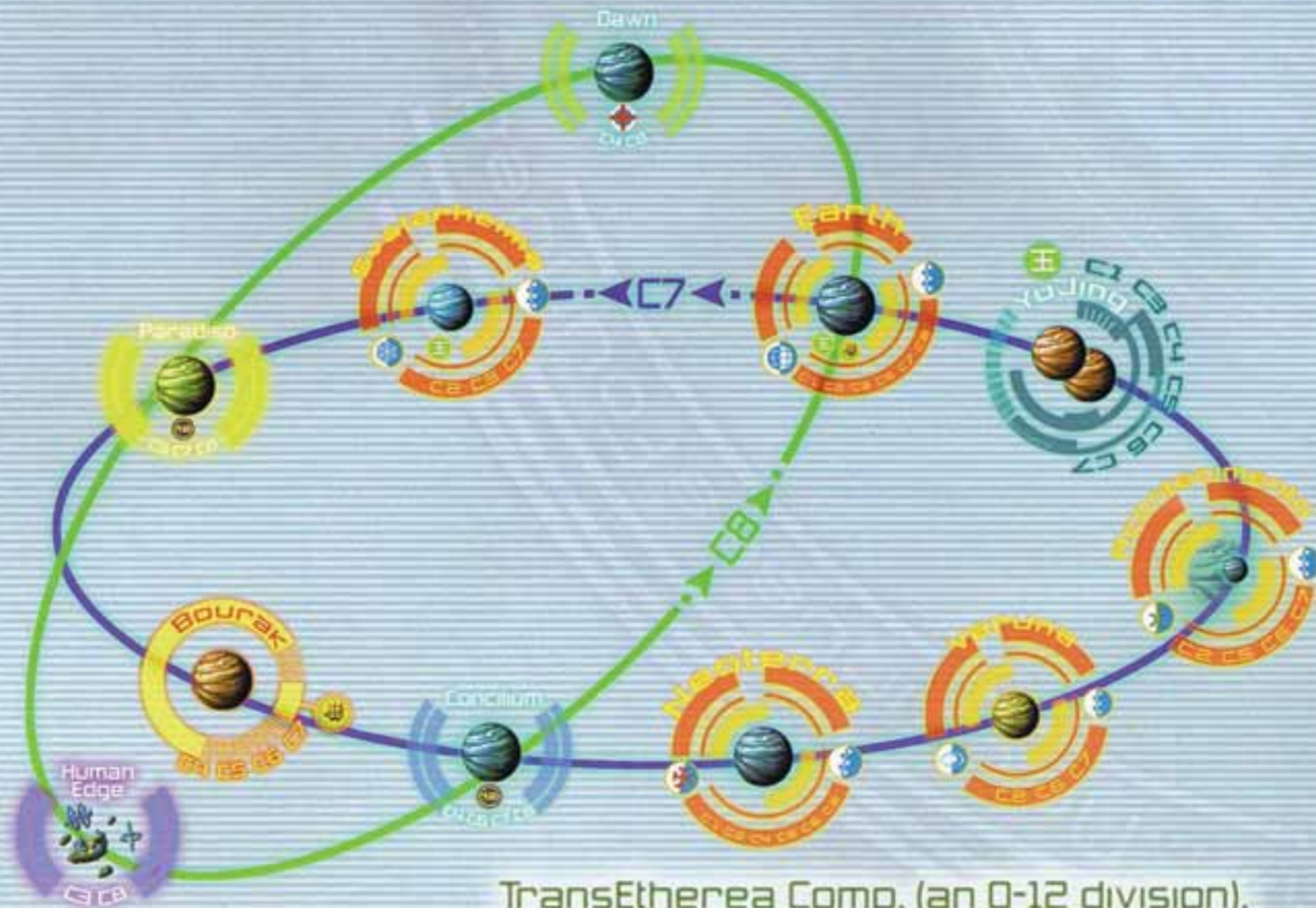
This is the Interactive Access and Information Guide to the Human Sphere. It has been especially designed to orientate people who come from isolated regions like Ariadna or who have been cryogenically preserved or compiled by computer.

The **Human Sphere** is made up of a series of star systems inhabited by humanity. 11 in total: Earth, Neoterra, Acontecimento, Varuna, Yu Jing, Arsch, Concilium, Svalarheima, Paradiso, Human Edge, and more recently, Dawn. [Enter [here](#) to find out more about these systems and their nations]. **O-12**, an international organization holding great power, which has been created to maintain the peace, the law and the collaboration between nations.

O-12 deals with all the tasks of supra-state character such as the maintenance and supervision of **ALEPH**, the Artificial Intelligence of Humanity, responsible for the management of the large information and infrastructures systems. **ALEPH**, fruit of the most advanced quantronics (electronics in a quantum state), is a fundamental instrument for the advance and development of the Human Sphere.

00

Intro



TransEtherea Comp. (an O-12 division).
Circulars lines: C7, C8

Another task for 0-12 is the control of the **Circulars**, monstrous cargo ships, capable of jumping worm holes that connect the divers star systems. The Circulars follow fixed inter system routes, collecting other ships, cargos and passengers, maintaining the flow of commerce throughout the Human Sphere.

The data network of the Sphere, Cyberspace, the virtual space by which information travels and is stored, is known as Maya. Home and feud of ALEPH, through **Maya** you can navigate looking for information and entertainment. The leisure industry is centralised in the Maya network, where you can enjoy cinema, music, sport and arts and any type of amusement and entertainment. [...] At the moment the most fashionable extreme contact sport is **Aristeia!** This is a circuit of high level duels and armed combats.

The most advanced Medicine allows whims like **Aristeia!** but also the lengthening of life and combined with the best and costliest technology, practically guarantees corporal immortality.

The **Cube**, very common in the Sphere, is a sophisticated brain implant of wetware, a quantronic biotechnological microprocessor where you can record the memories and personality of its carrier. Once dead – and thanks to the synthesis of **Silk**, a powerful drug developed by haqqislamist chemists – the Cube can be implanted in a **Lhost**, a clonically adapted biosynthetic body. The process that allows resuscitation of those stored in Cubes is very expensive due to the high price of Silk, which is an exclusive monopoly of Haqqislam. Moreover, the institutions that regulate the **Resurrections** – religious organizations in PanOceania or the Party in Yu Jing, for example – issue few licences, exclusively for those who demonstrate their personal worth as members of the society.

The advanced combination of biogenic technology and experimental Cubes, together with the great computational capacity of ALEPH, has permitted the development of the denominated **Recreations**, sophisticated Lhosts who carry faithful simulations of the personalities of important historical figures. These Recreations, with talents adapted to present times, work as diplomats, soldiers, communicators or artists, loaned by ALEPH to those who ask for and finance their creation. [To find out more, access: [Joan of Arc](#)// [Sun Tze](#)].

A everyday object, that most citizens possess and is of daily use, is the comlog, a personal compact wrist computer. The **comlog** permits continuous and instantaneous links with the global or local data network and with Maya, is the key element for access: identification, communications, data, news, entertainment or portable office, agenda, memory, medical monitor, audio and video recorder, electronic wallet etc... All the information and images are projected directly on to the retina through special lenses, or through small ocular implants although they can also be projected by holograph in front of the user.



Basically the comlog is made of two parts:

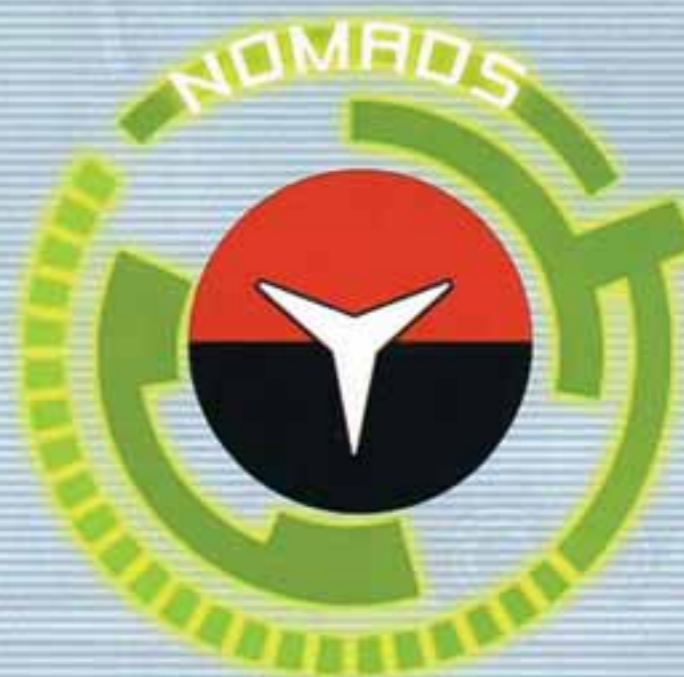
a potent and diminutive microprocessor and quantronic memory usually implanted inside the forearm, and a hardware platform, in the form of a bracelet, that includes the link devices with the network, holoprojectors,

Micros, antennas, sensors, etc... The size and capacity of the comlog depends on the functions of the models and its price. The smallest and most elegant are usually the most expensive, while military models are characterised by their larger size and resistance.

At present, the comlog has become an indispensable element for any citizen. Its use and handling is simple and intuitive, but even so this Guide includes an interactive Tutorial programme of its use. [Activate Tutorial]

To keep up to date with what is happening in the Sphere, the Access Guide incorporates an automatic updating system of news that you can consult throughout the process of recuperation. [Access]

<International> **Reinforcements have been sent to the Paradiso front due to fears of a new offensive by the Combined Army.** The increase of small incursions on the western front seems to indicate that the alien threat has gained in strength... [More]



<International> **Ariadna accuses PanOceania before the 0-12 for breaking the Exclusion Zone in their eagerness in looking for new seams of Teseum.** Advanced units have been seen escorting corporate prospection groups in the areas of... [More]

<International> **Increase in political military tension on the frontier regions of Svalarhelma.** Recent counter declarations have only served to ignite the hostility between PanOceania y Yu Jing... [More]

<International> **Haqqislam announces a new price rise of Seda and its derivatives.** The measure seems to be a ploy to apply pressure on the Senate of the 0-12 to accept their package of proposals... [More]

<Sport> **In a spectacular duel, Wild Bill defeats the challengers Rosebud and Wriezen.** The veteran gunslinger, Indian fighter and present star of **Aristeia!** has shut the mouths of critics about his physical state in a two to one duel reminiscent of... [More]

<Entertainment> **The Go-Go Marlene Show continues to be the most successful on Maya.** In a recent interview, the prima donna of the mass media declares she's delighted with her audience and her channel Oxyd... [More]

[Next]
[Repeat]

[Exit]

>> 001

3

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7

Intro

MASSIVE EFFECT

[Comlog status: Online]

[Security/Firewalls: Active]

[Automatic news update system: Searching information]

Entering Maya...

Massive Effect! Your personal global information service! The reality of the Sphere from the critical point of view only InfoFlux channel can provide!



Greetings, dear user,

It is a beautiful day today. The weather broadcast for today in your planetary system indicates that the monsoon squall front is moving away, leaving a clear sky with a bright sun. Exterior temperature is 25° Celsius. [Access satellite images]

That was the good news, for today only offers bad news.

We could lie, but that is not our style. Massive Effect only broadcasts real news, no falsified info, only fire and electricity. [Exit: Y/N]

Millions of people like you live, eat, and sleep peacefully in a society where nothing bad ever seems to happen. However, there are things out there moving in the darkness, underground and behind the curtains. Hints of what is happening in reality are everywhere, some very evident, others not so, but all entombed within an avalanche of daily information. Massive Effect tracks the truth for you.

Summarizing today's news: The Human Sphere is in a highly unstable situation.

O-12's economic and logistic effort to stop Ariadnian Commercial Conflicts has left it in a very weak position and the great powers want to make a profit from it. Sharks have smelled the blood in the water and want their pound of flesh. Not since the tragic NeoColonial Wars have such levels of economic and military dynamism been registered. Day after day, the situation is getting worse.

Each of the powers of the Human Sphere has started aggressive political and economic manoeuvres, with the firm purpose of capturing a larger slice of the cake. Their armies receive supplies and lie in wait, as violent covert special operations test the ground for a possible total conflict.

PanOceania is trying to maintain its status as international leader by expanding itself and imposing all its decisions through economic and military power. Yu Jing, for its part, is ready to end PanOceanian supremacy by hampering its political initiatives and attacking its economic power directly and indirectly. Haqqislam tries to increase its influence by monopolizing Silk, strengthening its pharmaceutical industry and engaging in trade. The Nomad Nation, with its fragile support base, has doubled the number of its military patents and mercenary contracts during the last month, at the same time reinforcing its commercial routes. Ariadna wants complete control over its home system, eliminating any dominant foreign presence and exploiting the riches granted by Teseum.

Adjoining systems are, little by little, turning into bombs on the verge of exploding. On frozen Svalarheima, there is a constant struggle between PanOceania and Yu Jing for the territories along the Equator, trapping commercial Haqqislamite and Nomad settlements in the middle. On Dawn, Ariadnians must constantly face the incursions of foreign scout troops in defiance of international law. In the Human Edge system, the riches of asteroid rings and gaseous giants have awakened the greed of all the potentates of the Human Sphere.

As a sample, we have selected the following headlines for today:

- PanOceania is hiding behind legal formulae to delay the payment of their annual quotas to O-12. "We simply have to revise our accounts," declared the PanOceanian Secretary of State. [More]
- Scouting PanOceanian spacecraft have been detected in neutral zones of the Human Edge system. The Hyperpower claims that they are engaged in a scientific mission. [More]
- PanOceania imposes important modifications to the Transystem Trade Treaty of Maidan Basha. Nomad and Haqqislamite delegates have expressed their indignation over what they consider an abusive attitude. [More]



Jingbai Corporation absorbs Williams Systems, the second PanOceanian firm acquired this year. PanOceania has denounced Yu Jing before O-12 for unfair competitive activities and illegal corporate behaviour. [More]

The Yu Jing consul in Sector 2 of The Human Edge has been accused of electoral fraud in the Meteora Group Corporate Republic election: "His is another example of the cunning attitude of Yu Jing's diplomacy", declared his PanOceanian counterpart. [More]

The production capacity of Yu Jing space shipyards increases by 23%. The recent decision to increase personnel and doubling of shifts has increased the production figures of their military shipyards. [More]

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10

Intro

INFINITY

ActiveFILE

- Ariadna reinforces all the troops deployed to the Eastern frontier to avoid incursions of extra-planetary corporations. *"The Antipode menace has been pushed into the background. Now we have other worries,"* admitted Colonel Voronin. [More]

- The amount of Teseum offered by Ariadna for export drops by 14%. Yu Jing accuses Ariadna of stockpiling their strategic reserves of this valuable ore. [More]

- Several groups of Haqqislamite merchants are hiring pirate ships to defend their commercial routes. The so-called Silk Route is the most heavily protected. [More]

- Haqqislam declares the research of several bio-sanitary corporations co-financed with foreign funds as Classified Army Material. Those non-Haqqislamite corporations that financed the research have submitted a protest to O-12's High Court. [More]

- Troops are deployed to protect Nomad workers in remote areas. *"Recent attacks on our people and interests have compelled us to take measures,"* declares a Corregidor representative. [More]

- A decrease in the rates of Tunguskan tax havens shatters international banking. *"Security goes first"* is the new Nomad motto. [More]

- Use of Nitrocaine among PanOceania youth increases exponentially. The high price of this illegal Silk derivate does not prevent the rise in addiction rates, which is now reaching worrying levels. [More]

Meanwhile, what happens on Paradiso? We only receive reports of courageous military actions but what is the real situation in that war? Because it must be called a war in truth, and we may be losing it. The public lacks a global and realistic vision of whatever is happening at the frontlines on Paradiso. We do not know anything about the Combined Army, or the aliens who compose it. We are unaware of their goals or whether they pose a real threat to the rest of the Human Sphere. But don't worry - Massive Effect will continue investigating.

Remember, if you want an optimistic view of reality, do not choose InfoFlux.

[Reload]

[Exit]



ActiveFILE

ActiveFILE

INFINITY

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11

Intro

0002



MAYA: ON-LINE... FirewallOf

PanOceania



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ActiveFILE

PanOceania



NotViruses! ... open»



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0022



13



PanOceania

BIS
1/06

PanOceania is the leading power in the Human Sphere, the nation with the greatest influence, the number one. Owing to a powerful and thriving economy, the PanOceanians can boast the most developed leisure and welfare society in the Sphere. A pioneer in space exploration and the development of the AI, ALEPH, PanOceania has turned technology into its trump card and its best option for the future. At the forefront of progress, PanOceania considers itself the best example of Humanity and is quite reluctant to give away its leadership. In order to remain in control, its politics are impressive and its army counts the most advanced and destructive technology in its ranks. If you like to live on top the world, then PanOceania is the place to go.

PANOCEANIA: THE COURSE OF THE GIANT

PanOceania is the biggest and most influential power in the Human Sphere. Its political weight, outstanding economy and cultural presence are coupled with a continual eagerness to expand.

As a society and culture, PanOceania is a melting pot of nations and ethnic groups. During the second half of the 21st century, the progressive fall of North America as the dominant power on Earth provided opportunities to other countries eager to take the baton from her. The failure of the North American economy was the unavoidable long term consequence of a single nation attempting to provide world leadership, its efforts consuming too many resources and too much time from the power base of the country. The failure of North America proved the effectiveness of the model used by the states comprising the reformed European Union. However, the EU was too busy solving the technical problems and internal adjustments caused by various Eastern states and was not ready to hold the dominant global position. The alternative would come from the last place the average international citizen would expect.

In the middle of the 21st century, the Australian and New Zealand authorities felt compelled to join with their former Indonesian and Malaysian commercial rivals to avoid the unstoppable advance of Chinese corporations and their economic might. The success of this partnership created a new economic sphere that would soon compete with decadent North America on an equal footing. The Philippines joined this new economic sphere shortly thereafter, contributing an expanded labour market and a strategic position to compete with the major Chinese ports. Industrial strength was contributed by India's entrance to the group, the subcontinent working to harmonise the inequalities between her various regions to provide the most efficient national industrial base. This would be the organizational nucleus of PanOceania.

The progressive economic crisis in North America had the direct consequences political analysts had foreseen. Internal problems caused a gradual loosening of the pressure and economic control wielded over South American countries. This gave them the opportunity to grow economically and to reach a first world status appropriate for such rich nations. Nevertheless, complex internal South American politics saw that only two countries reached that level: Brazil and Chile. Their incorporation into PanOceania was the last great step to its transformation into a dominant economic world power, pushing out North America who was abandoned by its European allies for alliances with PanOceania.

As a hybrid culture, PanOceania offers several features recognizable as belonging to the diverse cultures that compose it. With pragmatism as a guiding principle, an open and flexible society was born. A cultural integration policy followed its constitution, a measure that would result in a mixed civilization that worked in harmony.

These efforts saw great success, PanOceanians becoming extremely proud of themselves and their nationality. This cultural pride, in conjunction with economic success, has sometimes resulted in arrogance when dealing with other states.

Prosperous PanOceanian society is mainly based on a culture of welfare and leisure. It has a highly developed middle class with low extremes of poverty and wealth but nevertheless has a social elite and an underclass of pariahs. Comparatively, the PanOceanian middle class has a higher standard of living than their equivalents in the rest of the powers of the Human Sphere. Because of this, PanOceanians are quite convinced that they live in the best of possible societies.



ISC: Bagh-Mari



In such an overindulgent society, show business and entertainment are naturally important. The service sector consistently has one of the highest growth rates in the PanOceania economy.

Religion has a strong presence in PanOceania culture. Large religious institutions, primarily the Christian Church, keep strict control over the functioning of the Resurrection system of memory Cubes. The AI, ALEPH, has transferred control to them over the possibility of a life that if not eternal, is at least longer. This has seen a resurgence of religious fervour and provided the Christians with a new epoch of splendour and influence.

PanOceania was the force that drove the ambitious Project: Toth, the origin of **ALEPH**, the first and only Artificial Intelligence of the Human Sphere. Persuaded of the convenience of an AI in all aspects society, the PanOceania leaders gradually gave it a greater number of responsibilities and powers until it reached a point where ALEPH was omnipresent.

PanOceania is a nation of **technophiles**. Enmeshed in a technological culture, it is the Sphere's leader in High Technology such as Quantronics, wetware and neomaterials. High Technology is PanOceania's most developed industry and one of the strongest assets of its economy, with the military benefiting from this technological boom. The PanOceania can boast that they possess the most sophisticated and technically advanced army in the Human Sphere, and few can argue.

PanOceania has invested a great deal of their scientific and economic capital in the development of the **space race** and the investigation of wormholes. The PanOceania were the first to reach the stars and made use of this advantage to colonize the first inhabitable planets, ensuring it is the power with the greatest number of planetary systems and colonies. The PanOceania space industry is the most advanced in the entire Sphere, rivalled only by Yu Jing.

This steady expansionist urge is seen in a constant search for new star systems and planetary colonies to remain the pre-eminent Human power. PanOceania is the Hyperpower, the largest giant in the entire Human Sphere.

Extract from "PanOceania. History and Character of a Giant", by Dr. Rosemarie Chamod, San Pietro's University web publisher, Neoterra.

THE LOBBIES' EMPIRE

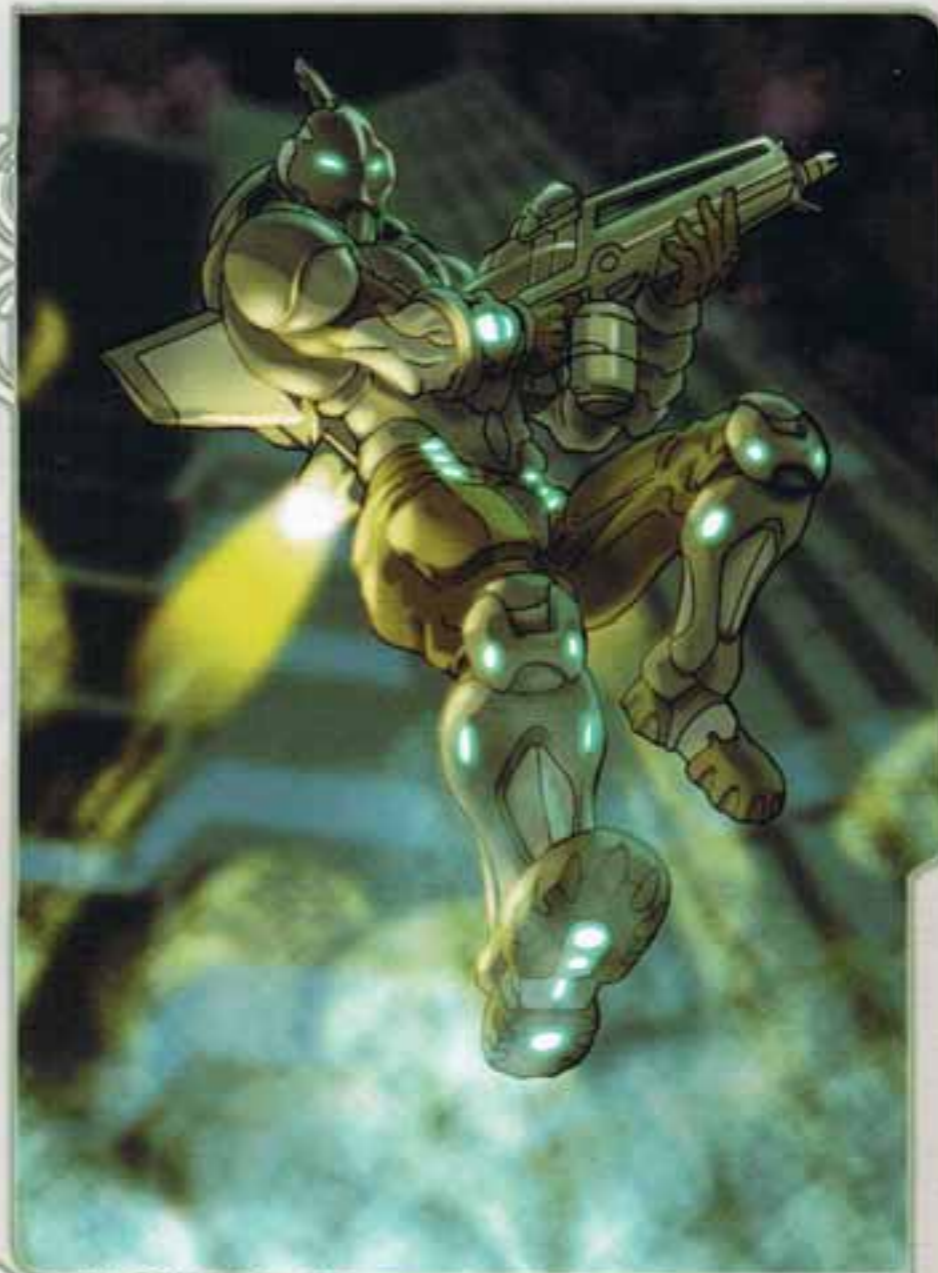
PanOceania has a political and economical system unique in all the Human Sphere. Former hypocritical separation between political and economical powers has been abolished, guaranteeing a higher transparency in State management. The old political parties have been abolished and replaced by a wide range of lobbies which completely dominate the political arena.

A lobby is a group of pressure or interest, formed by a cluster of persons or entities with the purpose of influencing the politics of a country in such a way that their points of view and interests are heard.

In the old days, different factions grouped themselves to constitute a lobby and participate in political debates. Their instruments of pressure over the politicians were their votes and donations to political campaigns.

Lobbies in PanOceania have evolved to the point of turning into entities able to manage the State themselves. In the beginning of the XXII century, political corruption scandals such as the Canberra Case involved almost all the great actors of the PanOceania political arena. These sentenced the traditional political system to death as the political parties' credibility disintegrated amongst PanOceania citizens, provoking their eventual disappearance. However, the lobbies were still there and ready to fill the resulting political void.

The importance of money has been steady and obvious in the history of democratic nations. Moreover, its power increased exponentially as the capitalist system grew more and more efficient. Lobbies are the tools of the great sharks of capitalism to interfere directly in PanOceania politics.



Nevertheless, no PanOceania lobby belongs to a sole corporation, enterprise, or family. The voters have rejected every effort in that direction. In each lobby, different corporations come together; some are allied, some are competitors but all have a common area of interest. They are joined by citizen groups, associations, small investors, NGOs and other entities sharing the lobby's general vision. Thanks to technology and quantumtronics, each citizen has a greater capacity to participate in the decision-making processes of the lobby he belongs to. In periodical virtual gatherings –and using voting systems that vary according to each lobby – lines of action, proposals, and work teams are adopted to face the next election or political term.

An example of a miscellaneous lobby would be Superbia, where important and varied companies from the old EU (Namely three fashion, cosmetics and perfumes companies, a motor-racing team and several finance and investment organizations.) join with various philanthropic foundations and three private universities with a shared right-wing ideology. Another example would be the Zeitgeist lobby, where software and wetware companies, web-publishers and some Maya channels join small ecological and minority protection groups. There are also lobbies with a local streak, as the Nirutka lobby, which is devoted to issues related to Hindu enterprises, societies and culture. The powerful Christian Church is a pressure group in and of itself, present within several civic and moral lobbies as well as having economic ties with other less evident groups.

How do these lobbies act? They behave in a very similar way to political parties but adapt themselves to the quirks of PanOceania governmental style. PanOceania's government is unique amongst the human nations. To empower the decision making capacity of the citizens, they do not vote for a sole lobby but must choose from among the different lobbies a team of managers to run each Department. In this way, there can be different lobbies in each team of managers, spreading their influence between one or more departments. In the general elections, the lobbies' candidates will present their candidature and administration programmes to each Department in an individualized way and run the campaign almost independently. Each lobby usually concentrates and specializes itself in a specific area, reflecting its members' main interest.

The citizenry and the different lobbies that compose the Government choose their First Minister in a 50% equivalent combined poll. Therefore, when a PanOceania citizen goes to vote, he must choose a ballot for each department and another one for the Prime Minister. The government on every planet and region comprising PanOceania is chosen in this way. The First Minister's job is to appoint a political focus and coordinate the efforts of the lobbies in each department. PanOceania's global presidency is chosen between the First Ministers of each planet.

The PanOceania system is very clear about the interests of those in the Government. The composition of each lobby is a public affair, and a citizen only has to study it to discover its orientation and focus.

A good thing about lobbies is that it is very easy to be part of them, bringing politics closer to the common citizen. It is however a different question if the citizen is interested in entering the muddy waters of politics...

The relationship between politics and companies is very similar. Large corporations are always immersed in the political sphere, whether or not physically represented in the Government. However, not all executives have the time and money needed to involve themselves in politics, so supporting lobbies provides an alternate route into politics. Each of these lobbies constantly works for their own interests and those of the greater nation... all for the benefit of the citizens.

Article by Shen Miu for the program "Human Sphere", Tinghui channel, Yu Jing sector of Maya.

THE HYPERPOWER

In a nation like PanOceania any singularity, no matter how insignificant it is, will have a massive impact, involving a lot of people and money. In PanOceania MORE is the word; more space, more luxury, more advanced, more compact, more fun, and also, more destructive. PanOceania have outstripped the achievements of any empire in history as well as any contemporary nation. The term power is not big enough to define their efforts - PanOceania is the Hyperpower, the biggest nation ever in the history of Humanity.

Three complete star systems, parts of another two, and 1/4th of the entire solar system are PanOceania. Not even its closest opponent, Yu Jing, can compete in terms of territory controlled. **Living space** is a real necessity for PanOceania. Those living in the major cities suffer in the constant bustle of a hyper-connected world and dream of moving to a house in the new territories of the famous Living Cities. Living Cities are perfectly equipped garden-cities with attractive suburban neighbourhoods divided into comfortably-sized lots. Living in these utopias is the height of fashion and PanOceania needs all available space to satisfy demand for their creation.

However, space also means **resources**. A market so wide and an industry so advanced as the PanOceania's requires an enormous amount of raw materials for construction and expansion, including rare materials such as Teseum. The greatest power in the Sphere cannot depend on other nations to provide its resource needs, so it is fundamental for PanOceania to control as many of the zones rich in raw materials as possible. PanOceania politics are based on the expansion and control of all key areas by the use of economic and military power.

This urge to find new areas and new energy resources has prompted the historical PanOceania interest in **space exploration**. PanOceania has the largest fleet of spaceships with wormhole Jump Capacity in the entire Sphere. In addition, most of these are military craft. Space exploration is tightly linked to the PanOceania Army; scientists work closely with the military, which provides them with security in newly discovered territories. Jump Capacity provides an undeniable strategic advantage, as it provides access to any solar system without having to depend on O-12's Circular transports. The PanOceania Navy is the Sphere's greatest supporter of advanced scientific research in Astrophysics.

The **PanOceania Military Complex** does not only extend its influence to space exploration. All branches of Science and Engineering capable of providing new advantages to the PanOceania army receive generous aid from the Ministry of Defence and the High Command. The military industrial complex is one of the most thriving economic realms and has the greatest growth of all PanOceania sectors. In addition to being one of the economic pillars of the Hyperpower, military industry has turned the PanOceania army into the most technologically advanced of all the Human Sphere. According to the Hexahedron, the central headquarters of the Department of Defence, a technological solution is always the best as it strengthens the PanOceania economy as well as its army. Thus, the PanOceania military forces always have the most advanced, sophisticated and destructive equipment in the entire Sphere. Multipurpose light weapons, targeting devices, medical support, personal defence systems...nothing is too much for the PanOceania military.

In this respect, the Army is a reflection of PanOceania's society of technophiles. Most of the Sphere's important technological corporations are PanOceania. PanOceania is the primary high-tech producer of the Sphere, and the PanOceania are the best buyers of their own products.

Each citizen of PanOceania possesses subtle biotechnological implants which are used in everyday life (Retinal projectors, integrated headphones and mikes, direct connection to phone and communication webs, biomedical scanners, administrative assistants, Maya connection wetware, etc.) and this is as well as the indispensable Cubes used to back up memory and personality. The high standard of living of the average PanOceanian citizen, the highest in the entire Sphere, allows them to possess a great quantity of cutting edge technological gadgets which are not affordable for other citizens of the Human Sphere.



ISC: CrocMan

PanOceania is a hypertechnological society in which science has the improvement of the living conditions of its citizens as a primary goal. One of the main governmental mottos is Technology for the benefit of people! The intelligent use of sophisticated technical resources allows the enviable PanOceanian lifestyle: more free time, less working hours and a great consumer capacity. Only those possessing the category of citizens, those who can log in to Maya and have an adequate income, can afford this lifestyle. The Ateks, an atechonological minority that lacks those resources, do not have citizen status and live outside of the system.

Another technophile trait of PanOceania is its trust in the ALEPH, the AI. The connection of PanOceania with the AI is greater than that of other nations. The majority of PanOceanians deal with ALEPH on a daily basis, for personal and professional reasons. ALEPH is in charge of the majority of the structural functions controlling and supervising PanOceanian society. The AI ALEPH, plays an important role in the information structures and management functions of the Hyperpower, which are safer and more efficient than those of any other nation. This assignment of responsibility has proved to be so useful that the PanOceanians live in a completely techno-dependant society, more so than the rest of the Human Sphere. Nowadays, the automatic systems of ALEPH are essential in the development of the most crucial PanOceanian operations (Air, earth, and space traffic, water and energy supply, etc.).

This techno-dependence has ensured that the Information and Data industry is very potent in PanOceania. Even so, it is excessively linked to ALEPH. The majority of PanOceanian programmers are so used to working plugged in to the AI that they would be completely lost without its support.

The techno-dependence of the PanOceanian culture has its undeniable advantages. Thanks to their relationship with ALEPH, the PanOceanian **Resurrection** system is the most effective in all the Human Sphere. The most important religions – especially the Christian Church, whose influence in PanOceanian society is quite remarkable – have acquired a primary role as administrators of a Resurrection system that sees ALEPH as the principal consultant. PanOceania's high Gross National Product allows a greater investment in Resurrections and the Hyperpower has the highest annual rate of Resurrections, a secondary effect of the celebrated PanOceanian life style.

Another consequence of the higher standard of living is the recreational side of **Maya**. Around 60% of Maya companies are of PanOceanian origin, with the percentage increasing to around 78% in the leisure and entertainment industries. Maya offers the perfect escape: immediate connection, a practically unlimited variety of experiences, different levels of realism and sensations (According to the equipment used), continuous entertainment and the possibility of multiple simultaneous participants. In addition, Maya provides communications and data which are vital for industry and commerce and essential in daily life.

As can be clearly appreciated, PanOceania is Number 1 in all the important fields: space, resources, standard of living, connections, entertainment, security... PanOceania is the authentic Hyperpower of the Human Sphere. A nation that justifies its steady political, territorial, and economic expansion, and its dominion and triumph over other powers, by exemplifying undeniable excellence in the standard of living of its citizens. We cannot forget the most important factor in any national contest; PanOceania's social and moral primacy is backed by a powerful military force that has no rival among the rest of human potentates.

Extract from "Analysis of the authentic Hyperpower" report from the Socioeconomic Investigations Superior Council of Tocqueville Foundation, Calcutta, and The Earth.


PANOC_NAV. A TRAVEL THROUGH PANOCEANIA


<Attention: This program requires superior versions of BirdSight v3.5 from VirExperience Inc. Search your retinal projection equipment's software library to make sure you have the required plug-ins. Thank you.>


Welcome to GlobalNav, the most advanced Virtual Travel system, used by hundreds of professionals to prepare their business and pleasure trips all around the Sphere. My name is Sibylla and I will be your guide-escort in this trip [Enter Guides gallery].

Right now, we are in the Platform, an area of reception and distribution. From here, you can go to any of the main destinations in your trip around PanOceania. Each port of entry represents a planet and has a brief summary of its general features, so that you can decide if you are interested on surfing it.


[Start- The Earth- Neoterra- Acontecimento- Varuna- Svalarheima- Paradiso-Controls-Exit]


 [Earth] The cradle of Humanity and PanOceania. A planet crammed with natural and cultural treasures, covered in half-empty cities with great historical value. The PanOceanian expansionist thrust has stripped bare whole areas of the planet, prompting space immigration. On Earth, religious organizations are predominant, with a weakened EU that represents the humanist side of PanOceania. [Access]

 [Neoterra] PanOceania's capital planet. This is the headquarters of the state and planetary Government, of the Church and of the Military Complex. The first system discovered by PanOceanian space pioneers and the first to be colonized. A destination for business trips of many executives, the heart of financial deals and an R&D nucleus for the main high technology companies in the entire Sphere. Do not forget to visit the impressive church of San Pietro in Neoterra, home of the Christian Pope. [Access]

 [Acontecimento] This is PanOceania's granary and factory-planet. The second system to be discovered and the first to be massively colonized by the Latin nations and some PanOceanian "minorities". Acontecimento's "garotas", particularly the incredibly sensual girls from Portobelo, are the most popular in the

Sphere. This is a planet of contrasts, where arable land and extensive stockbreeding alternate with the vast factory complexes that constitute the industrial heart of PanOceania. Acontecimento also possesses one of the largest Nature Reserves of the entire Sphere, the Great Arboreal Reserve, and the last original ecosystem remaining on the planet. [Access]

 [Varuna] The oceanic planet. The third inhabitable system discovered and the first possessing a semi-intelligent native species, the amphibian Helots. Home of sea deities, Varuna is an island planet with scarce inhabitable land, which has given rise to the platforms, sub aquatic complexes and artificial islands which are now part of its landscape. Varuna uses all the possibilities the ocean offers; biotechnological industries and sea factories and farms, where many Helots work, are the planet's main resources. Sadly, sporadic violence from a number of insurgent Helots, the Libertos, occasionally troubles the charm of this beautiful planet. [Access]

 [Svalarheima] The snowball of discord. A planet far from its star, Svalarheima registers very low temperatures that make the country uninhabitable with the exception of zones between the tropics. In spite of climatic hardships, Svalarheima has proved to be a very good source of resources, such as the prized Teseum, which has sparked a feud between PanOceania and Yu Jing. PanOceania controls over two thirds of the planet, with the remainder resting in the hands of Yu Jing. Svalarheima is not an attractive planet, constantly covered by a snowy mantle, but has a handful of industrialised cities. The tension between the two powers constantly rides a knife edge. [Access]

[Paradiso] The emerald jungle. Paradiso is a planet in constant conflict. Recent attacks from the alien Combined Army have devastated some of the most beautiful PanOceanian cities. The areas far away from the front still keep their attraction, even though it is overshadowed by the persistent alien menace. [Enter]

[Reinitiate presentation]

[Back to Main Menu]

[Options]

[More products by VirExperience Inc.]

[Exit]

PanOcNav, GlobalNav expansion module, Virtual Trip software. VirExperience Inc. Only in the best Maya virtual shops.

18

PanOceania



ActiveFILE

SVALARHEIMA

T.A.G.

T.A.G.s (Tactical Armoured Gears) are a product of the dominant military philosophies since the Nanotech Wars and the Centro-American Campaign. The **current warfare doctrine** underlines the importance of light aero and space mobile forces, considering them the best option for the modern battlefield.

Contemporary wars are fast and offensive, with less strategic depth than previous conflicts, moving the battle as far as possible from the vital points of the state. Conflicts have shifted from frontier actions (Caucasian Conflicts) to regional deployments (Centro American Campaign, Ariadnian Commercial Conflicts). The large, heavy and well-armoured war machines that were prominent in 21st Century zones of conflict presented great logistical drawbacks. A power with disseminated areas of influence cannot afford to have a potent and expensive armoured force in each zone of interest or possible conflict. In a time where differences are resolved in a few days or hours, waiting for armoured corps to move from their headquarters and arrive in combat is not an option. The cost in time and resources of moving a sophisticated armoured division with its machines, personnel and maintenance equipment is excessive. For this reason, lighter tactical alternatives were considered and chosen as they are faster and easier to maintain.

T.A.G.s are **individual armoured weaponry platforms** characterized by their humanoid, quadruped or bird-like shapes that give them off-road properties. T.A.G.s are designed to have a superior movement capacity and greater manoeuvrability than the human body. They are much smaller than any other support armoured infantry vehicle and almost as fast.

T.A.G. engineers used cutting edge technologies to achieve the best performance, with remarkable results in the combination of armoured protection, firepower, mobility and lightness. T.A.G.s are built with hybrid materials - polyceramic compounds and biotechnological finishes - and outfitted with self-repairing systems for their exterior surfaces.

Their **structural design** philosophy concentrates on achieving the lightest possible weight, combined with the great resistance to tension. The weight of T.A.G.s (once disarmed) varies according to model and antiquity, varying between two tons, in the case of PanOceania models, and almost four tons for the crude RM100 Ariadnian series. Weight also varies according to typology. For example, Remote Presence T.A.G.s are enormous armours inhabited by a ghost. They have no pilots inside of them, instead controlled using an inviolable link from a high tech bunker or armoured vehicle probably situated a few hundred miles away from the T.A.G. itself. The remarkable technical feature of pilot absence contributes to a dramatic reduction in total weight.

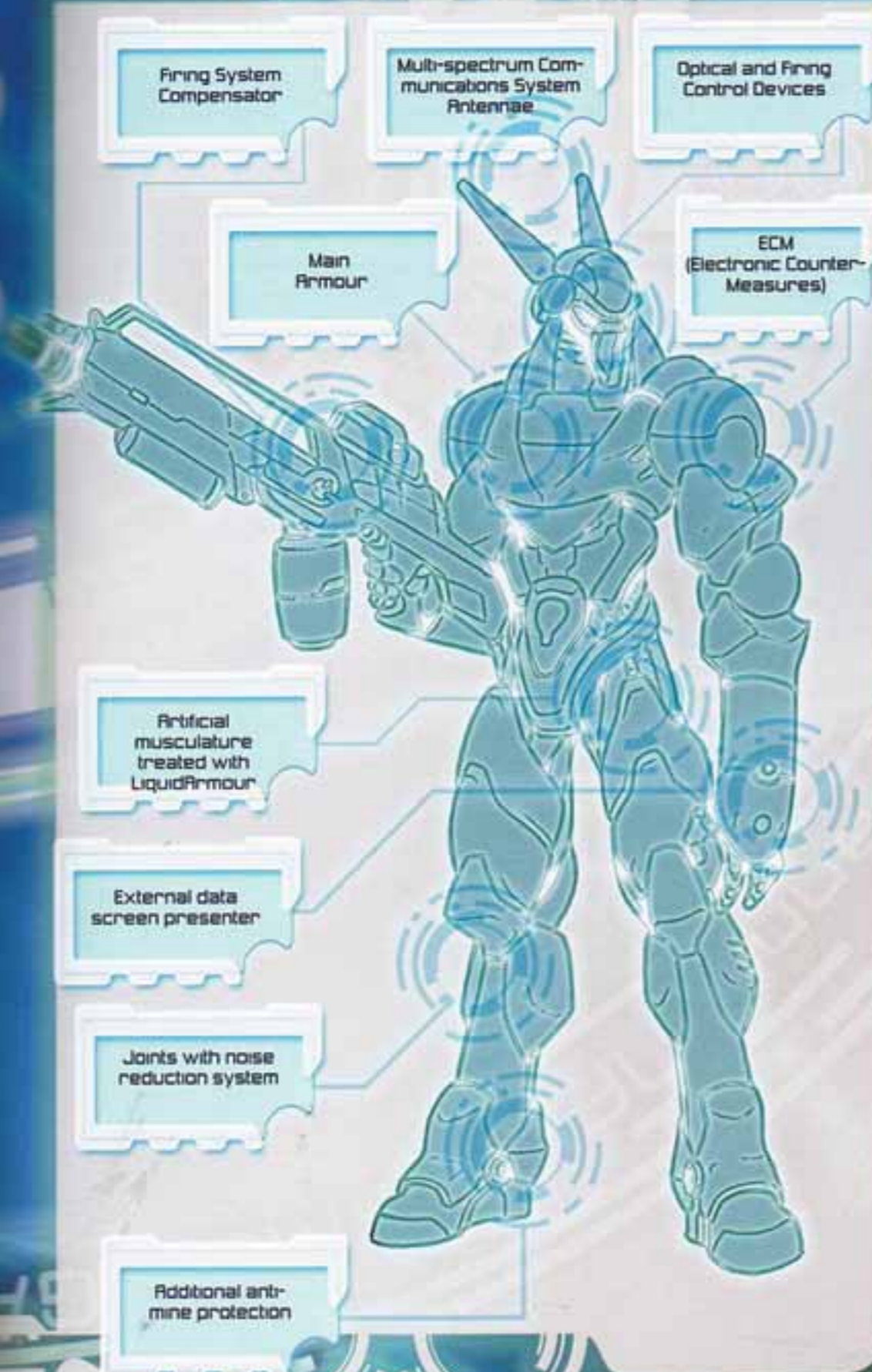
Anthropomorphic T.A.G.s are based on a philosophy of design called synchro-protector or **exoskeleton**. They have control cabins lined with sensor-receptors connected to the pilot's data suit. In this way, the T.A.G. reproduces the pilot's movements, detected by **sensors** in his data suit and by a cybernetic interface. The pilot is completely locked inside the cabin, protected by several walls of armour. He depends on the T.A.G.'s external sensors to perceive what happens in his surroundings. Sensor batteries come in a variety of shapes, sizes and functions; from visual and auditory to olfactory and tactile sensors (Which are extremely sensitive). The more modern the T.A.G. is, the smaller its sensors.

All T.A.G.s have a redundant system of sensors that will transmit environmental information to the data suit, which will be reproduced for the pilot through a **VR (Virtual Reality) Interface**. The interface is an efficient neuro-quantronic system that will help the pilot control the T.A.G, as well as provide GPS and communications functions. The system will calculate the results of possible courses of action in such a way that a pilot can know in advance the approximate result of his actions before carrying them out. The neuro-quantronic system is designed to think tactically and is able to minimise civilian casualties and unnecessary damage and destruction. The VR interface also incorporates expert pilot programmes to give access to automatic personal combat routines.

Another advantage of the VR interface is its capacity to provide the pilot with physical stimuli feedback that reproduces the strain the T.A.G. is suffering. This provokes a strong physical and emotional stress in pilots but gives them intuitive control abilities superior to that of any conventional navigating system. An optimized interface turns a T.A.G into an extension of the pilot's mind and body.

Remote Presence T.A.G.s' **pilot cabins** are equipped with a complete AutoMediKit device that controls the vital signs, dispensing painkillers or stimulants according to the situation and feeding and exercising the body as well as resisting fatigue toxins.

The T.A.G. was the first light armoured vehicle equipped with an advanced system of **command and control**. This sophisticated system includes cartographic functions with diverse selectable scales, a GPS, an exterior sensory net device and a decision making tactical system in addition to other features. It also has an integrated system failure detection suite with a Medusa Head type security connection linked with the T.A.G.'s command and control system.



002

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002

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PanOceania

Weapon engineers set out to protect T.A.G.s weighing less than four tons with armour similar to that used by tanks and armoured vehicles of around seventy tons. This is achieved by embedding layers of advanced protection technology materials that trigger effects in each other to provide comprehensive defence. Polyceramic compounds are the basis for the **Total Protection** concept, these light and resistant compounds improving the movement and bulk of T.A.G.s compared to conventional vehicles.

Protection is a construction priority, especially in the structural design of the cabin area and the main engine. The lower hull of contemporary T.A.G.s is also designed to optimize protection against mines, while the shell has been specially devised to reduce infrared emission and radar signals.

The concept of Total Protection is completed with **ECM** technology. A T.A.G.'s integrated system of electronic countermeasures offers 360° protection against enemy missiles. It consists of a battery of passive sensors that will automatically detect any threat and activate electronic interference and decoys, which will divert missiles and deactivate their fuses to render them completely harmless.

T.A.G.s' multispectral **communication** systems make use of multiband radio devices, microwaves, wide and narrow laser beams, and satellite links with a command centre.

The movement capacity of T.A.G.s is based around a concept of **noise** reduction. The joints are completely muted, the noisiest thing in a T.A.G. being the air moving in and out of the dissipator grilles, and even that can be muted.

A T.A.G.'s **fire control** system allows it to attack mobile and high speed targets in zero or minimum visibility conditions. Thermal and optical visors are used to identify and lock on to mimetized targets and during night combat. A ballistic quantronic computer calculates three-dimensionally the hoist and lateral angle of a T.A.G.'s weapons and their distance to the target, gravity and Coriolis Effect, the inclination angle of the vehicle, speed and direction of the wind, and the ballistic data of the selected ammunition. All this data is transferred to the control and stabilization system that calibrates the gun with the pilot's line of sight. The shot control system includes auxiliary elements to aim and correct the range as well as provide assisted target shift, providing an automatic lock on integrator. If the ballistic computer is damaged, the pilot can use the optical system which includes a zoom function, a magnifying telescope and manual controls in case the hydraulic system is not operative.

T.A.G.s are very advanced and highly complex machines, designed to operate with high efficiency levels. This means that in very heavy and long campaigns maintenance has to be constant. With this in mind, manufacturers imposed easy access to the engine chamber as a design requirement. This facilitates engine maintenance and even its total replacement during a campaign in an hour or less. Stats show that over 50% of immobilized T.A.G.s in combat can be repaired if recovered, and then sent back to the battlefield. For this reason, armies endeavour to have a T.A.G **maintenance** service able to operate under combat conditions on a 24/7 basis.

Before a T.A.G can enter its production phase exhaustive tests are undertaken, including mobility and live fire tests performed by pilot teams and veteran technicians, providing total tactical **operability** over any terrain.

As a rule, T.A.G.s have a high degree of **adaptability** to different climates and terrain due to specific auxiliary modules and protective filters to prevent corrosion of internal and mobile parts. All T.A.G.s have an amphibious capacity that varies according to different models and manufacturers. There are also naval and space T.A.G.s, adapted specially to these two dangerous environments.



The PanOceania Cutters are a well known example: totally amphibious, they have proved to be as exceptional underwater as out of it.

T.A.G.s belong to a generation of weapons prepared for the modern battlefield. Armoured vehicle war is now a technological contest. A T.A.G. **pilot** must possess swift reactions to take advantage of all technological possibilities. A capacity to react in time has acquired a greater significance, demanding higher speed and reflexes from the pilots. Experience has proved that Remote Presence T.A.G.s are the best option on the battlefield. Once the physical danger factor is removed, the pilot's stress levels are reduced considerably and their combat statistics improve. It has however been proven on Paradiso and in the Ariadnian Commercial Conflicts, that spending many days inside cabins negatively affects a pilot's performance.

The construction and sale of T.A.G.s is currently one of the most profitable **businesses** in the Sphere. The largest supply contracts for armies include T.A.G.s, their pilot training, maintenance, supplies, documentation, simulators, and solutions to integrate their software, wetware and hardware with that already possessed by an army.

PanOceania is the biggest T.A.G. builder in the Sphere. Their machines are by far the best and most modern in the military arena. PanOceania exports T.A.G.s to other nations; the most modern and advanced are the Zeta Units used by O-12, and the most rudimentary are Haqqislam's Magharibas.

Current standard issue models of the PanOceania army are the Squalo Series, manufactured by the PanOceania company Motronica and considerably better than their predecessors, the Stingray Series. The Squalo shape is different, more organic and easily camouflaged. Its lines are more angular, legs less squat and the thorax gifted with an additional joint that improves high-speed rotation. Squalos are said to flow instead of move on the battlefield. Their equilibrium mechanisms have been optimized, their hardware is more compact and their arms are able to carry more powerful weapons. As fast as they are resistant, the Squalos are the pinnacle of military technology.

THE PANOCEANIAN MILITARY COMPLEX

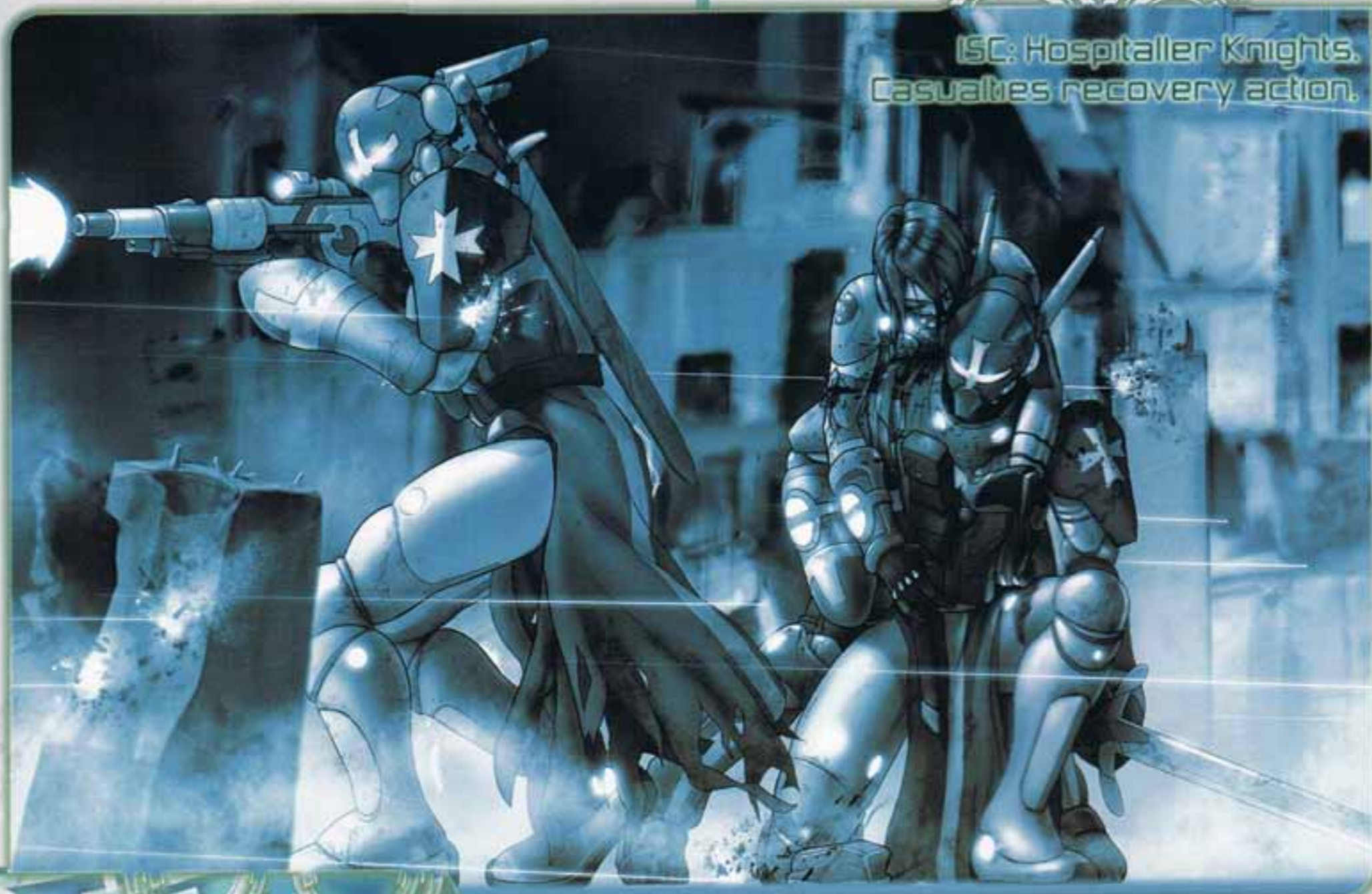


The **quality** of PanOceanian T.A.G.s is so high that, with good maintenance, even the oldest models are unstoppable machines of destruction. The Reptile series, discarded for having basic design flaws, was sold by its contractor to the Nomad Military Force. After being reprocessed in Praxis labs, they have now become a main competitor in terms of quality, albeit not of production, to the products of Yu Jing's weapon factories.

PanOceania has a regular and disciplined army, equipped with the finest weaponry and equipment. PanOceania possesses the most technologically advanced army in the Human Sphere, with hypertechnologized equipment and units gifted with the most sophisticated weaponry systems devised. PanOceanian economic power and the quality of its military industry has allowed the establishment of a doctrine of war centred on the armoured forces, with T.A.G.s essential to PanOceanian strategies and tactics. Technically superior to their enemies, PanOceanian T.A.G.s are fast, light and well equipped; a valuable and decisive support weapon for infantry units. The Military Complex is the main vector of the PanOceanian expansionist urge, a force used to fighting and winning in all kinds of war scenarios.

The design and development of advanced combat vehicles seems to be a priority for the **future**. T.A.G.s are now a typical product of military human engineering and will continue to provide service in following years as a trustworthy tactical arms platform. T.A.G.s are on the battlefields to stay and few would argue with this.

Captain Vikram Varamiyani, second Squadron, Varuna Naval Chasseurs Regiment. Article extracted from the military channel Sabot! From StarTsar Channel



ISC: Hospitaller Knights. Casualties recovery action.



PanOceania

FUSILIERS



FUSILIERS:

Fusiliers are light infantry troops stationed on planets such as Acontecimento, Varuna, Svalarheima, and Earth. All are professional soldiers trained to face a wide range of combat situations. They are the backbone of the PanOceanian army, defined by the wide variety of support equipment at their disposal. They are good combatants and well-trained professional troops, ready to take part in local or overseas wars under high-technology conditions. Fusiliers are the best corps in the army who do the real work; the other units exist only to support them. Forget about hyper-technological weapons and Special Forces; Fusiliers are the real Army... Would you like to know more? [Click here and enroll!](#)

KAMAU



KAMAU AMPHIBIOUS INTERVENTION TEAMS:

"High tide... time to act" Kamau regimental motto

Kamau means "Quiet Warrior" in the Kikuyu language (Kenya). These are the best troops in PanOceania's Fast Intervention Division. Their headquarters are on Varuna, where they comprise the main body of the army. In order to operate in a mainly aquatic environment, such as that of Varuna, the Intervention Teams are experts in amphibious activities. The Kamau have proved to be excellent soldiers both in and out of water, using highly specialized skills and abilities. Nowadays, they constitute the nucleus of "Blue Sea", an antiterrorist program developed to confront the Libertos, rebel natives from Varuna. The Kamau role in "Blue Sea" includes taking offensive operations to prevent, stop and respond to terrorist activities and incidents. Thanks to their flexible broad spectrum training, the Kamau can function as a main force or as active support in circumstances of interagency cooperation. It is well known that the Kamau Amphibious Intervention Teams are one of the few PanOceanian units that possess total authorization to take preventative actions against terrorist groups and locations. In addition to all this, they are great surfers.



ISC: Varuna Fusilier

BAGH-MARI



BAGH-MARI UNIT:

The Bagh-Mari were ancient clans of tiger hunters that travelled all over India, killing the most problematic felines for money. Now the name designates a PanOceanian unit specialized in jungle combat. The Bagh-Mari are special troops, experienced and professional. They are well equipped and have been trained to operate in modern battlefields, where technology can be the worst enemy. Based in Acontecimento, they undergo their training in the Great Arboreal Reserve where they are the main champions. As the with the historical tiger hunters, the jungle is their element and their ally. Their skills have turned them into the perfect fighters for the Paradiso wars and the Ariadnian Commercial Conflicts. Bagh-Mari Units have won a terrible reputation for carrying out undercover Search and Destroy operations, an area in which they excel. Their name was given to them during the NeoColonial Wars after their success in Operation Madhava, where they managed to repulse a strong airborne attack by Yu Jing Tiger Soldiers. The Bagh-Mari Regiment usually recruits their members from the Hindu population that dwells in the city of Peshawit but also builds its numbers from those living around the Great Reserve. Veterans also frequently transfer from other regiments on Acontecimento, even though the Hindu idiosyncrasy of the corps is still intact.

AKALIS



AKALIS, SIKH COMMANDOS:

The Akalis are an airborne Sikh regiments. These elite units are very mobile, and are tasked with jumping behind enemy lines to wreak havoc amongst their troops and attack their most vulnerable points. The Akalis Commandos Regiment is fully qualified to be swiftly deployed to ground, sea, air or orbit, occupy a combat zone and then perform airborne raids or ground operations to neutralize enemy forces and take control of key areas or installations. The Alkalis Commandos recruit their members from the best warriors of the Sikh ethnic group. Their harsh training starts before boot camp, as every Sikh child practices Gatka, a Sikh martial art, a combat system used in the front, that has survived as an integral part of their culture. The meaning of Akalis (sg. Akal) is "The Timeless", though they are also known as "The Children of God the Immortal".

NISSES



NISSES FROM SVALARHEIMA:

The Nisses are Svalarheima Tactical Assault Groups specialized in Arctic environments and designated to operate in Advanced Force operations.

ORC TROOPS



ORC TROOPS:

Only the best soldiers can aspire to join the Heavy Tactical Group, better known as "Orc Troops". The nickname Orc comes from the company that developed their combat armour, the ORC (Omnia Research Creation) Corporation. Playing on their equipment name, soldiers from the first regiments adopted the tradition of painting grotesque faces over their armours' green camouflage. Orc Troops have a reputation for being veteran troops that always take part in the most aggressive operations. The Orcs' martial notoriety is based upon the solid foundation of their military success. As multi-purpose heavy infantry, Orc Troops are sent to high intensity battlefronts to establish the toughest line of resistance and then to try and break through the enemy lines.



ISC: Orc Troop

AQUILA GUARD



AQUILA GUARD:

"In omnibus princeps" (The first in everything) The Aquila Guard's motto.

An elite regiment composed of the *la crème de la crème* of the PanOceanian army.



23

PanOceanica

KNIGHTS HOSPITALLER



SACRED ORDER OF KNIGHTS HOSPITALLER OF SAINT JOHN OF SKOVORODINO:

A religious military order based in the inhospitable monastery-fortress of Skovorodino, on Svalarheim. The Knights Hospitaller are warrior monks with both religious and military ranks (Brother-Non-Commissioned Officer, Father-Officer, Grand Master-Brigadier, etc.). Secluded in their monastery, they devote their time to praying and developing their martial skills. They are characterized by a religious fervour that makes them unstoppable in combat. Faithful to their origins of keepers of sick pilgrims, they have specialized in high risk rescue missions to recover fallen comrades who have been taken prisoner. This is the most influential Military Order in PanOceania and the one with the highest number of adepts. The Knights Hospitaller know their vocation is an instrument for salvation, away from the narrow and mean egotism of worldly fame and material gain. They devote all of their courage and capacity for sacrifice to the service of PanOceania, the Church, and their companions.

SWISS GUARD



SWISS GUARD :

"Acrier et fideliter" (Strenuously and loyally) Historical motto of the Swiss Guard.

The Swiss Guard is composed of professional warriors who watch over the security of the Church and the Holy See of San Pietro on Neoterra, and it keeps the tradition of recruiting its members only from the former Swiss cantons. Recruits undergo strict training, after which they will undergo a year of service. If they want to continue their career in the Swiss Guard, they must ask for an extended leave of absence to be transferred to other regular units of the PanOceanian army. They will not be able to ask to rejoin the Swiss Guard until having served a year in a crisis zone and gaining a combat record with several honourable mentions. Because of this, all those who rejoin the guards have the rank of non-commissioned officers. The Swiss Guard constitutes the Special Action Group attached to the PanOceanian Heavy Infantry and has at its disposal the most advanced weapons technology of the Human Sphere. Besides security, the Swiss Guard takes care of Direct Action operations, assaults and the seizure of strategically vital areas and the interdiction of enemy forces. In combat, the Swiss Guards are usually designated to the most dangerous areas and the most violent missions... their history and tradition obliges them to go.

ARMOURED CAVALRY



ARMOURED CAVALRY:

The Squalo T.A.G. series are Remote Presence combat armoured units. The PanOceanian army uses cutting edge technologies to achieve the best performance, with outstanding results in combining armoured protection, firepower and mobility. PanOceanian T.A.G. units are not crewed; their pilot is several miles far away, controlling his sophisticated war machine from a VR pilot cabin through a distant combat interface. Armoured Cavalry regiments are the most sophisticated units in PanOceania, a symbol of their technological dominion. Operating in well drilled teams, they have proved to be formidable troops. Armoured Cavalry troops vary in name and characteristics according to their speciality. Lancer regiments are the most versatile combat units, carrying medium and long-range weaponry.



ISC: Knight Hospitaller

Uhlans are equipped as antitank units. Dragoons, equipped with heavy assault weaponry, are commonly used as infantry support. Cuirassier regiments are the heaviest of all, fulfilling a heavy armour role. Finally, the Chasseurs are units trained to operate with great mobility in specific terrain. All Remote Presence combat T.A.G. units have the Armoured Corps motto engraved on them: *Ultima ratio PanOcenianiam*, "The last argument of PanOceania". The Armoured Cavalry is the finest PanOceanian instrument of persuasion.

DRAGOES

DRAGOES, ACONTECIMENTO DRAGOONS:

"Semper aggressus" (Always attacking) Assault Dragoons Regiment motto.

The Dragoes make up the Remote Presence Assault Armoured Regiment based on Acontecimento. Units belonging to this regiment take part in direct assaults, opening breaches and providing support where resistance is fiercest. Because of this, each Dragão is equipped with more powerful weaponry than is standard for Mechanized Cavalry. Their combat style is fast and dramatic: they saturate the combat zone with an uncommon intensity of fire. The Acontecimento Dragões are an unstoppable armoured assault power, able to resolve any problem. The Dragão T.A.G. version has proved to be a formidable weapon system, which obliges pilots to have a great control over its long distance interface in order to control the massive firepower that gives them their name.

CUTTER

CUTTERS, VARUNA NAVAL CHASSEURS:

"Nemo nos effugit" (Nobody escapes from us) Naval Chasseurs Regiment motto.

Cutters are Remote Presence armoured units belonging to the Fast Intervention Division, Varuna Chasseurs Regiment. They have been designed to perform covert operations and amphibious and sub-aquatic actions. They possess sound suppressing equipment and are covered by a hi-tech skin that adapts itself to the environment, able to change its reflective, radioactive and electric properties at will and to cancel their optical and thermal image. As the main requirements of its design are stealth and mobility, they can only carry a secondary light weapon. Cutters are the armoured spearhead of the antiterrorist program "Blue Sea". They are responsible for deep penetration operations in highly conflictive zones, perimeter control and secure missions and punishment actions too.

JOTUM

JOTUMS, SVALARHEIMA MECHANIZED CUIRASSIERS:

"Nil nos tremefacit" (Nothing makes us shudder). Motto of the Svalarheima Cuirassiers Regiment.

CROC MEN

CROC MEN (CROCODILE MEN FROM PARADISO):

The Croc Men are veteran scouts deployed to the toughest combat areas, such as Paradiso, the Regiment being created there after the Ravensbrücke Retreat Catastrophe. After evacuating the civil population of the city due to threat of an alien biochemical attack, several PanOceanian divisions were deployed in the urban area to stop the alien advance. Nevertheless, the numerical superiority of the enemy overwhelmed their forces. During the chaotic retreat the decimated Polynesian Division lost contact with the Command Centre, organizing a fierce and desperate resistance in the Financial District and the jungle surrounding it. Their sacrifice allowed the evacuation of the PanOceanian rearguard and the patients and staff from the field hospitals. When they finally withdrew, 80% of the Division had fallen. The survivors became the nucleus of the Croc Men Regiment. Although it is no longer composed exclusively of Maoris, their ancient cultural features such as tattoos or subcutaneous skin grafts are an unwritten tradition of the regiment. Croc Men specialize in missions of Furtive Incursion, Surveillance, Tactical Recovery, and Search and Destroy in enemy territory. Their modus operandi is based on surprise and hiding; they attack with ferocity and disappear just as easily in the dark before the enemy can react. Croc Men have a fiery reputation as fearful enemies that it is better not to provoke... unless you have already decided your coffin's colour.



ISC: Sierra DronBot

>> 002

25

PanOceania

TRAUMA-DOC



TRAUMA-DOC:

Trauma Docs are PanOceania Army medical teams equipped with cutting edge medical technology to provide the highest level of battlefield care.

MACHINIST



MACHINISTS:

Units of technical engineers specialized in high tech combat.

DRONBOTS



DRONBOTS:

Dronbot is a blending of the words Drone and Robot. They are semi autonomous auxiliary robotic units that can be optimized in order to perform diverse functions. The **Pathfinder Dronbot** is the maximum expression of electronic sensitivity. It is outfitted with a sophisticated compendium of receptors, short and medium range sensors, antennae, radio receptors and network links to allow controlling of terrain and the discovery of hidden enemy units. A cruder version is the **Sierra Dronbot**, fulfilling all the functions of artillery, equipped with power reaction servos, a heavy machine gun, and a mine laying automatic device. The Sierras are usually committed to perimeter defence missions as they are able to react to an enemy advance with devastating firepower.



ISC: Armoured Cavalry

0002



26



PanOceania

The PanOceanian army also employs **Clipper Dronbots**, equipped with guided missile launchers with a range that allows them to be placed in the rearguard of the battlefield and dedicated to raining destruction on enemy troops. Using a forward observer and satellite tracking, they can locate their targets with total precision and destroy them from a safe position with no loss of effectiveness. The lightest and fastest model of Dronbot is the **Fugazi**, a highly mobile platform for a Repeater device which provides PanOceanian hackers extended battlefield range.

JEANNE D'ARC



JOAN OF ARC:

Jeanne d'Arc (1412-1431), French saint and heroine. Ardently religious, when Joan was thirteen years old she began hearing voices that she believed had a divine origin, urging her to liberate her country from English domination. At seventeen, the French Dauphin assigned her a small army and she obtained a series of successes that initiated the defeat of the English forces. She was captured by the English and accused of witchcraft and heresy, then condemned by the Inquisition and burnt at the stake. She was canonized in 1929.

The Project "Orleans Maiden" was undertaken at PanOceania's request to create a military leader able to inspire troops in the most difficult of combats. Someone charismatic was required, who was able to turn the tide in an adverse situation with extreme courage, anger and ferocity. PanOceanian analysts realized that some troops of Christian origin would respond very favourably to a personality with a religious background. When recreating the Maiden of Orleans, they took care to instil a naturally heightened tactical ability and provided her with rigorous religious and military training that followed the guidelines of the PanOceanian Military Orders. At the end of her training, she entered the Order of the Knights Hospitaller where she earned the respect of her brethren with determination from the lowest rank of the Order, advancing rapidly in her career during the Blizzard Skirmishes against Yu Jing on Svalarheima. When the NeoColonial Wars were declared, Joan of Arc was already Sister-Officer of the Order of the Knights Hospitaller, transferred to the Order of Santiago to defend the Saturn-Mars circuit. At the end of that mission, the Maiden was already a living legend; men who fought along side her declaring it with pride. She commanded the defence of Neoterra and calmed the masses during the setbacks of the aerospace campaign in the Dividing Line. Rumours of her arrival on a frontline were enough to elevate the troops' morale and prompt them to accomplish impossible missions. Under her command, men will fight until the very end. Her presence in combat is an unequivocal sign of victory for PanOceanian soldiery. Joan is touched by the hand of God. Her eyes are like two burning coals and her voice is like a hurricane. She is a living incarnation of Christian divine power and authority. Joan is the mother-warrior of PanOceanian soldiers - all women admire her and all men love her.



>> 0003

Yu Jing

Yu Jing

28



MAYA: On-Line... » FirewallOf

On-Line

open»...NotViruses

ActiveFILE

CreatedOnLine

CreatedOnLine

label

label



>> 003



29



Yu Jing



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Yu Jing

Yu Jing (pronounced "dju tching") is the powerful Asian power who has invested every effort in becoming the force that shapes the destinies of the Human Sphere. The second most powerful principality in the entire Sphere, Yu Jing has a manifest destiny to reach supremacy by fighting, manipulating, bribing and seducing all opponents.

Yu Jing has managed to use the cultural strength of the Far East as a foundation to develop a modern society that does not depend on the fashions or whims of the Western nations. Yu Jing avails herself of the latest technology and is one of the most advanced forces in all aspects of the Human Sphere. The "New Asia" sees herself as a glowing discharge in the electric night, combining her past traditions with current technology to shape a solid economy and powerful army. Whether through intrigue or strength, it is the destiny of Yu Jing to become the dominant power in the Human Sphere.



ISC: Invincible

YU JING IS THE EAST

The Popular People's Republic of China, the sleeping Asian dragon, woke up later than the rest of the world had anticipated. In the first half of the twenty first century, Chinese leaders saw a clear danger in their future: China was in danger of dying from success. Socialist capitalism, an economic bastard that only the Chinese could carry out successfully, proved to be more than effective, expanding the Chinese industrial and economic base through controlled development of foreign influence and investment in the country. As this model and economic success spread across China, the faith of the Chinese people in Maoist ideology faded away, outshone by the promises of the materialistic Western world. The integrity of what was once the Middle Kingdom was again threatened by foreign invasion, this time as an insidious cultural assault.

The thriving Western leisure and entertainment industry took root in the countryside, the great ideological heartland of China. Economic achievements saw a formerly impoverished rural population become a mighty army of potential consumers. In order to overcome this crisis they believed China had no choice but to reinvent itself, following the ancient Chinese political strategy of changing in order to preserve the status quo.

Maoist ideals, already damaged by the original Cultural Revolution, were little by little eroded through generations that grew up with no dogma: no Emperor, no gods, no Maoism, no Taoism, no Buddhism; nothing that had defined Chinese identity since the beginning of history. China's leaders launched a new Cultural Revolution, but inverse to the last one, to control this situation. The "traditional" Chinese values was restored but sifting them through the Party's doctrine. Historic "religions" were re-established by law, under tutelage of the State.

The Party was the champion of this change, but needed a distinctive figure that would concentrate the admiration of people, symbolizing and representing them: the Dragon, the Emperor. In an unexpected manoeuvre, descendants of the Ming and Qing dynasties were located and from their lineage the figure of the Emperor was restored as a symbol, not only of China, but also of a new nation. Renamed as Yu Jing, literally "Jade Capital", this great power would face the world by merging modern and ancient Chinese history. In this way, the rulers of Yu Jing have been following the same goals as Qin Shi Huangdi, the first Chinese Emperor: Conquest, Unity and Uniformity. The vision of a Great China remained the same: Everything under the sky.

The unstoppable growth of China was the main cause behind the name change. Economic expansion over "satellite" countries was the prelude to their political annexation. North Korea, Mongolia, Burma, Thailand, Cambodia, Laos, Vietnam, Taiwan, Nepal, and Bhutan all joined the new Chinese nation, keeping their cultural quirks but assimilating as new Chinese prefectures.

The fall of the former U.S.A. battered all the countries that had invested their economic future in North America. Japan and South Korea, with an unstable economy, could not stand the loss of the enormous North American market, while the market of a Europe in recession could not provide them with enough support. With an economic and social crisis on the horizon, the leaders of both nations decided to mortgage their future to that of China. This decision was not very well received in several sectors of the societies of both countries, especially in Japan, whose national pride was severely damaged.

In order to calm the tempers of all those who were not pleased with becoming Chinese and to quiet accusations of cultural as well as politic imperialism, China resolved to create a new name for its new and immense country. In this way, China became Yu Jing, a nation that, not content with possessing half of the Asiatic continent, would set the stars as its next conquest.

In principle, the rulers of Yu Jing did not trust the possibilities of space exploration, as they were convinced that it was a whim of their PanOceania rivals and that it would be their ruin. Yu Jing's economists, cautious as they were, considered investment in "deep space" as a bottomless pit where state budgets would fall, as well as a means of political destabilization. For this reason, when the discovery of Neoterra revealed the real potential of Jump Gates, Yu Jing was several years behind in space investigation and development in comparison with PanOceania. To compensate, research funds were redistributed and whole universities were reshaped with the support of powerful industries. Yu Jing would not be slow to provide the logistic support and scientists needed. In relatively little time, but not before the discovery of Acontecimento, not one but two fertile and suitable planets were discovered.

The star system discovered by Yu Jing offered several opportunities. Most importantly, both planets were very close, rotating in parallel, providing twice the space to colonize and alleviating in part overpopulation problems in Yu Jing. In this way, the wounded pride of the former Middle Kingdom would be staunch. The door to the stars was open.

To cement the government's commitment to space colonization and in order to avoid the internal issues with former nation states that had joined Yu Jing, the capital was transferred to the new system. The new capital was named after the unified nation that colonized it, becoming Yu Jing, the Jade Capital, the Celestial Paradise. In this way, Yu Jing was divided into three territories: the capital planet Yutang, its twin planet Shentang and the Far East territories on Earth, called Chung Kuo.

The twin planets were colonized at an amazing speed, while the search for new territories resumed. The legal vacuum prevailing in international law was used to start a colony on the PanOceania-discovered but deserted Svalarheima, starting a tradition of political-military tension. The discovery of the system Paradiso would elevate the tension level between Yu Jing and PanOceania on a steady basis, as both increased their colonization efforts there. Conflicts in the different settlements on Paradiso and Svalarheima would escalate until exploding into the NeoColonial Wars.

After O-12's intervention, the NeoColonial Wars were assumed finished. Yu Jing and PanOceania were grudgingly forced to share the colonization of the Paradiso system. Nevertheless, recent conflicts and incidents occurring there do not make the place as attractive as it would seem at first sight.

Contact with the lost system of Dawn opened a new range of possibilities after confirming that it was barely colonized by the Ariadnians. Initial reports identified it as a planet rich in veins of coveted Teseum ore. This time, Yu Jing is not going to let PanOceania take the leading role. The Ariadnian issue has top priority in the administration programs of the StateEmpire. The Party has made it clear; they will invest all pertinent efforts and resources to achieve a solution favourable to Yu Jing's interests.

Extracted from "Indispensable Stories to Look Educated" by Josef Bankhardt, VissioRama divulgation program for Maya.

AN EXQUISITE BALANCE OF POWER

If there one thing that defines Yu Jing politics and society, it is the balance between power and influence. All religious, politic, social, or economic power has one or many rivals that compete directly with it and try to impose their will on it. This state of careful balance between opposites comes from the historical Eastern mentality and the teachings of Taoism.

Even though the StateEmpire is non-denominational, there are three main representative religions which provide for the morale and faith of Yu Jing citizens. These three religions preach quite different social and ethical aspects. Taoism has a strong individualistic character and is the chief religion among the populous classes. Confucianism is the official religion of the Imperial System and preaches the citizens' obedience to a wise and benevolent power. Buddhism has deep social concerns and is the most popular religion in the Party and amongst the intellectual and cultural elite of Yu Jing.

Power in the StateEmpire is divided between the Party and the Emperor. The Party rules Yu Jing, and the Emperor is beholden to it. Nevertheless, the Emperor has total autonomy in the control of judiciary power, which is the area of power that has been assigned to him.

Imperial power is divided into two dynasties, following the historical Qing and Ming lineages. When one of the dynasties rules, the other schemes against it, trying to impair its work and give it a bad name in order to obtain more prestige by comparison. Both possess public and secret organizations providing funding and support.



ISC: Ninja

yu jing

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Yu Jing

ActiveLife

The Party, an evolution of the old Chinese Communist Party, is the driving force of the political arena and the repository of State power. Its hermetic behaviour makes it similar to a Masonic lodge in organization. The Party is like a cult of great power and influence, mysterious and often sinister. It is very difficult to join and start a career in it; all candidates must pass a strict evaluation by the internal committee. The Party has to perpetuate itself by recruiting the best men and women in Yu Jing society. Only the sharpest minds can rule the future of the nation but once inside the Party, a career can be meteoric or a fall endless, according to the ability of each member to survive the murky waters of internal politics.

In spite of appearances, the Party is not a monolithic bloc of action or opinion. Internally, the Party is divided into the Old Guard, leftist to the core, and the New Wave, which is reformist, younger and tries to obtain the maximum benefit from the positive aspects of capitalism while discarding the negative ones.

The Old Guard is characterized by its reactionary positions to the innovative and advanced New Wave proposals, accusing them of liberalism. It must not be forgotten that in the Yu Jing language, many of the connotations of the word "liberty" (ziyou) are completely negative and allude to excess or licentiousness. "Liberal" does not mean open minded, generous or in favour of economic liberalism; for the Old Guard it is one of the worst insults.

Yu Jing's citizens can vote in the elections and referendums for one faction or the other, making Yu Jing a de-facto two-party leftist system. The Party rules Yu Jing with an iron hand, with no dissident voices tolerated and citizens are constantly bombarded by the propaganda of the Ministry of Information. The diligence of this Ministry is such that it is not necessary to control all the media to guide public opinion. The average citizen of Yu Jing does not have a standard of living as high as that of a PanOceanian, but he will feel less social differences.

Disputes and internal tensions between both factions inside the Party are continuous. Every time a new direction for the government is debated, or a new law proposed, a frantic tumult breaks out. Agreements, pacts and alliances are signed in the corridors and cafeterias. Deals made in hallways are broken in the Council rooms a few hours later. The Party's politics are dynamic, passionate and exalted. All Yu Jing citizens love negotiating, and bargaining and politics are the clearest example of this.

It is the Party that decides who in Yu Jing will receive the reward of Resurrection. Advised by ALEPH, they analyze the career and achievements of aspirants, rewarding the most valuable citizens with a new life. Any Yu Jing citizen, except those belonging to the Imperial System, can be awarded with this gift but only those who have proved thoroughly that they deserve it will receive it. In crowded and awe-inspiring Resurrection ceremonies, the fortunate resurrected of the year are honoured by the Party and Yu Jing people, expressing their hope that they will keep on working for the good of their nation. Resurrection, in the hands of the Party, is a prized instrument of power and propaganda for the Information Ministry and they take care to remind citizens of this constantly.

The dichotomy composed by the Party and the Imperial System is the basis of Yu Jing's stability. The Emperor is the symbol and the Party is the government. Citizens can choose who will they follow but Yu Jing advances towards the future with both side by side.

Fragment of "Structures and Systems" by Frieda Krakauer, public broadcast Maya documentary program.

THE DRAGON, THE IMPERIAL SYSTEM

"The Law is tough, but it is the Law, and the only thing that separates us from savagery" Ming Lian, second Emperor of the Yu Jing StateEmpire.

When the government of ancient China needed a symbol to unite the nations it had absorbed, it rescued and recovered the Emperor's emblem, the Dragon.

When Yu Jing was being created, the Party desired to sell a different image to that of an immense and powerful China who consumed all the nations around her. The idea was to paint Yu Jing as a state composed by the perfect harmony of all the virtues of the integrated countries. Yu Jing is all Far East, a stable East, solid, educated, advanced, and hypertechnical, a model for the rest of the nations in the Human Sphere.

In order to turn this idea into fact, an apolitical symbol was needed, one in which the majority would believe in and around which all easterners could unite to create this new nation.



ISC: Tiger Soldier



ISC: Shaolin Warrior Monk

The Emperor was the axis of one of the greatest empires in human history, a reminder of a golden epoch of splendour. He was the perfect nexus of a glorious past and tradition. The Party rulers discovered that by combining propaganda with imperial pomp, they could create the image they were looking for. The Emperor figure provided other advantages as a less polarized representative than the President of the Republic, a less controversial personality and perfectly valid for the purposes of achieving a new image for this new country.

Nevertheless, in order to make him a real and attractive persona, the Emperor would be more than a decorative figure - he should wield some power. In a swift political manoeuvre, the Party delegated judiciary power to the Emperor; their refusal to control it was an example of change and openness and a sign of a brand new era.

In spite of the evident advantages that seemed to come from the restoration of the Emperor, the Party feared that power would corrupt its beautiful ideals. In order to avoid the new monarchy ending up apathetic and decadent as it had historically, the so-called Imperial System was established.

The Imperial System consists of rotating the succession of the imperial title. When the Party looked for the descendants of the imperial dynasty in order to reform the monarchy, they found a burning and controversial polemic. The last emperor of China belonged to the Qing dynasty, a family of Manchu origin, which had grabbed power after defeating the Ming dynasty. Voices rose inside the Party in favour of one dynasty or the other. As they decided which of the families they should promote, they opted for a Solomonic decision: both dynasties would take turns in the exercise of power.

The rotation of the Imperial System avoids the strengthening of only one dynasty. Rotation compels both families to keep competing with the other and frustrating the other's acquisition of more power and influence. Both dynasties have their respective followers and allies, who support them in an undeclared war. The scheming in the Imperial palace is as intense as in the old times, with pacts and alliances forged and broken within days. Confabulations and plots involve all the members of both dynasties, as both have a lot to win and lose. Nevertheless, these intrigues do not directly affect Yu Jing's citizens and they ensure that neither dynasty has too much power - just as the Party had planned.

The Emperor, head of the judiciary, has wide responsibilities as president of the StateEmpire Supreme Tribunal. The most relevant questions and disputes are solved in the Supreme Tribunal, Yu Jing's highest and most important court; one whose sentences cannot be revoked before any other authority. For this reason, it is necessary that the Emperor possess a strict but benevolent temperament, knowing human nature and being a good judge of his people. Confucian teachings have marked the direction of Yu Jing's autochthonous legislation with laws not dictated by O-12 but by the protocols of imperial families.

Young aspirants from the family succeeding the one currently in power must study Law if they want to be Emperor. The Law Faculty of Tiān Di Jing, the most prestigious body of its type in the Human Sphere, has separated from the StateEmpire University to become the Imperial Faculty; all the members of the imperial families study there.

In addition, the Emperor has great influence in the entire Judiciary Body, which is composed of Magistrates, District Attorneys, Judiciary Police and lesser judiciary clerks. All members of these institutions must bow before him. The Emperor can propose the election or substitution of charges at any level of Yu Jing's Judiciary Body.

Gradually, careers in the Judiciary Body have completely absorbed the Imperial spirit. All those wanting to prosper in a judicial career must show a sincere love towards the Emperor. In addition, if one likes intrigue and strong emotions, they may publicly praise one of the imperial dynasties and join the internecine struggle. The Ming and the Qing are always competing to see which has the greatest number of followers among the Magistrates, the District Attorneys, the Judiciary Police and the other Imperial officials.

Besides the Judiciary Body, the Emperor has at his disposal the Imperial Agents Section, that works as his direct representatives in faraway zones or when the Emperor just does not feel like travelling. The function of the Imperial Agents is to follow direct orders from the Emperor, investigating the most important, delicate or sensitive cases. They move all around Yu Jing interrogating, questioning and intimidating all those who can clarify a case or satisfy the Dragon's curiosity, also acting as executors of the plans of His Imperial Highness. They usually belong to soldiers from elite corps or units from the personal Imperial guard, selected and designated by the Emperor himself. Sombre and fearful, the Imperial Agents have carte blanche to act in any way necessary and ask for anything they may need to accomplish their mission.

As the Emperor is the head of the judiciary power and the centre of Confucian doctrine, he has the power, delegated by ALEPH, to manage the Resurrections for all Court and Judicial System personnel. The Emperor, advised by ALEPH, decides who can be Resurrected and who cannot. Nevertheless, and ironically, this power over life and destiny that he possesses cannot be applied to himself. The Emperor's Resurrections are in the hands of the Party, which decides whether the Emperor is worthy or not of Resurrection. Yu Jing inheritance laws state that under no circumstance can a Resurrected sit on the Jade Throne. In addition, an Emperor cannot be Resurrected for four years after his death in order to weaken power accumulated in his previous life.

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Resurrected Emperors cannot participate in the political life of the Court and retire to live in scattered palaces all over Chung Kuo.

To differentiate from the Party rhetoric and keep the illusion of a recovered past, the Imperial System has taken up the pomp and protocol of the former Chinese Imperial Court. The Emperor of Yu Jing, although according to law a citizen like everyone else, receives all the honorific treatment possible in the exercise of his station. The Emperor receives the title of Dragon, Son of the Sky, Lord of Sheer Abundance, Solitaire Prince, Lord of the Jade Throne, Celestial Emperor, Lord of the Middle Empire and many others. Protocol recommends addressing His Majesty with the words: "Your kneeling slave..." In addition, protocol demands that the Emperor always sit facing the South and that aristocrats and those belonging to imperial dynasties must remain on their feet in his presence. Even though it is illegal, the most faithful subjects can complete the kow-tow ritual if they wish, kneeling before him and touching the floor with their forehead. Imperial decrees and sentences, written with vermilion ink, always start in this manner: "Dominating whole worlds, Us...", a clear reflection of the pomposity of imperial arrogance.

The headquarters of the System, the Imperial Court and the Supreme Imperial Tribunal, is in the Forbidden City of Tiān Di Jing, capital of the planet Yutang and the Yu Jing nation. The Forbidden City is an enormous complex constructed around the Imperial Palace, a magnificent edifice of beautiful patios, superb lakes and awesome gardens.

The Imperial Palace is the clearest example of the differences between the splendour of the Imperial System and the pragmatism and sobriety of the Party. Nevertheless, in spite of the Imperial System's evident demonstrations of power, the Party controls the Dragon tightly and knows everything he does. The Emperor cannot avoid the directives set by the Party for Yu Jing; otherwise he risks being dethroned... or something worse.

The third Emperor, Qing Jenta, began abusing his power at the end of his mandate, ignoring his obligations, imposing his will over the law, criticizing the Party and trying to establish tighter links with the higher military echelons. This situation became a crisis that generated concern over the stability of not only the Imperial System but of all Yu Jing. Nevertheless, this situation was resolved by the accidental death of the Emperor Qing Jenta who accidentally fell over a staircase while drunk. Since then, no other Emperor has disobeyed the advice of the Imperial System or refused to take care of his duties and responsibilities.

Text by Dr Irene Ruibal for Maya's Fussion analysis program "The other side".



Yu Jing

ON BOARD THE QIAOYIN

The best way to know a modern society is to travel on its public transport, shoulder to shoulder with the average citizen, the common man and woman. This humble servitor, who has travelled around all the Human Sphere, from the Prophet's tomb to almost forgotten orbitals in the Human Edge, can assure you that there is no better public transport than Yu Jing's Qiaoyin. Maybe a little too austere for refined tastes, it is however modern, fast, safe and a clear example of Yu Jing society. [...]

In case you go on a trip to the Yu Jing system, or to Chung Kuo, do not commit the mistake of asking for full board in your hotel - it would be a real waste. One of the happiest pastimes in Yu Jing is eating out in little restaurants or street stalls, under the light of paper lanterns. There are hundreds of food stalls in every city where an exotic although excellent meal can be enjoyed, each one with a speciality that the tourist must discover. [...]

If you are fortunate enough to travel to both planets, you can appreciate the geographical concentration of the different nations comprising this state. It is very interesting to see how Yu Jing has divided the settlers on both planets by following an ethnic and cultural grouping program. On one hand, Yutang, capital and Imperial see, has been reserved for those coming from China. Shentang, on the other hand, was the destination of settlers coming from the countries absorbed by Yu Jing, settled in different regions according to their culture and origin. Thus, Koguryō, the great north-eastern region with a Korean name, is inhabited mainly by people coming from Korea. These zones, while ethnically different, are all bilingual and their language of origin is as official as the Yu Jing StateEmpire language.

Nevertheless, there are still divisions between the Chinese, as much in Chung Kuo as in Yutang. There are several ethnic differences between the North and South of China, gastronomic, traditional and attitudinal. In Yutang, pioneers were distributed according to their region of origin. In this way, former sociocultural archetypes are preserved and they still speak ill of their neighbours... It is said that the Qing dynasty represents the Northern Yu Jing, while the Ming dynasty represent the Southerners and for this reason the capital, Tiān Di Jing, is on the equator of both regions[...]

The Yu Jing are great creators of ethnic differences and very sensitive to cultural variety. Vietnamese, Cambodians, Japanese, Korean, Mongolians - all try to establish a certain ethnic uniformity in their semiautonomous regions, to establish their traditions and folklore and set up a bilingual system. Nevertheless, those who cling too strongly to their habits and traditions, allowing no influences from outside cultures, are not well received by Yu Jing society in general and are condemned as reactionary isolationists.

Some good examples of this situation are the cases of the Uighur and the Japanese. The Uighur people, Chinese Muslims, have existed for over a millennium in the former Chinese nation. Still, even though their culture is praised publicly, the Yu Jing still consider them insular, strange and politically suspicious.

A similar situation occurs with the Japanese, who are directly considered as second-class citizens. The Japanese ethnic group, in spite of possessing large amounts of territory and a powerful industry, lacks certain liberties. A hostile attitude from the Party towards the Japanese is due to the separatist leanings of the Japanese and their constant negative and subversive attitude towards Yu Jing's government. Of course, this issue will not appear in tourist brochures, in state propaganda, or in Yu Jing's media...

Extract from "On board Qiaoyin. My travels around Yu Jing" by Johur Ali al Sefi, for Haas, Al Buoushra voyage channel, only in Maya

THE QINGDAO REPORT

Yu Jing StateEmpire is carrying out a campaign of infiltration and seizure of power in all areas of the Human Sphere. A top-secret classified report reveals that agents from Yǎnjīng (*The Eyes*), the Yu Jing Military Intelligence Service, and some Triad-linked underground organizations have established a series of bridgeheads through a consortium of great Yutang enterprises that will allow Yu Jing to obtain surreptitious control of the main activities of the Human Sphere.

The Qingdao Report, receiving that name as that city was the starting point of investigations, was commissioned by Bureau Hermes and elaborated on by agents from O-12's Bureau Noir. The original version of the report was censored as it contained heavy political, economical and military implications. A softer version has begun circulating through Concilium corridors.

A well-situated source in the O-12 intelligence community has transmitted to this political news server an intact copy of the original report. The fact that part of its contents has been revealed has caused embarrassment to the current PanOceanian administration, hindering the preparations for a diplomatic visit of the PanOceanian president to the Concilium and Yu Jing.

The Qingdao report shows that the intelligence services from Yu Jing have infiltrated all aspects of Human Sphere society through a complicated web of spies and organized crime figures. Many of them possess other nationalities, which facilitates their movements between different countries without arousing suspicions.

Two retired PanOceanian investigators, Joseph Michael Priest and Alfred Mahusarami, have provided confirmation of the explosive nature of the report's contents. Priest is an internationally renowned expert in Yu Jing's secret societies and their Chinese predecessors, while Mahusarami is a former high ranking PanOceanian intelligence official who devoted eighteen years of his life to monitoring Yu Jing's intelligence activities in the Svalarheima system. As the Qingdao report states, and both experts confirm, Yu Jing has been using O-12 as a bridgehead and initial base to start its hegemony over the entire Sphere.

In spite of the report, there is an impression that the Bureau Noir and the Hexahedron, the PanOceanian Intelligence Service, do not seem to grasp, at least officially, the sinister nature of the complex Yu Jing webs spread over their territories. Nevertheless, the original version of the Qingdao Report provoked strong reactions from PanOceanian investors and the mercantile community, fearing that the conclusions extracted from it would affect the business opportunities arising from the removal of the blockade on the Niflheim region (or Huangdi, as the Yu Jing call it), on Svalarheima.

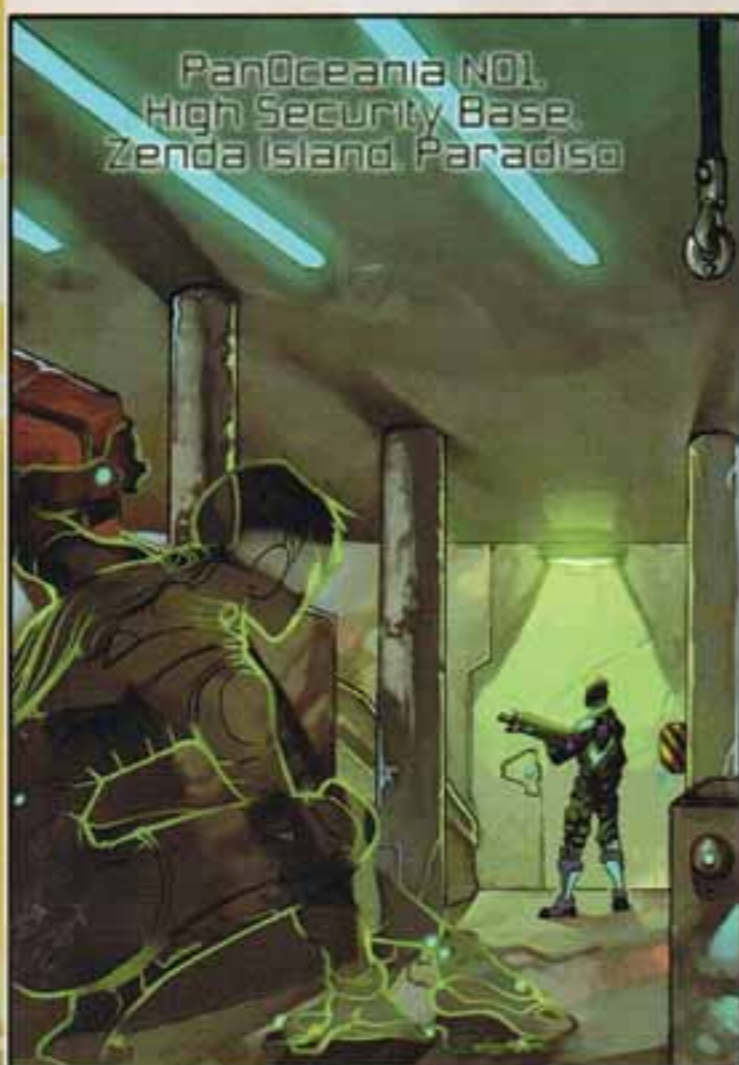
The Bureau Noir intelligence team that prepared the original report was reprimanded by the Conjoint Revision Committee (PanOceanian-Conciliar), for producing *"too extreme a dossier, contentious, and prone to spreading panic between politicians and citizens"*. For this reason, a new report was ordered, to be more diplomatically favourable and politically correct. A less ominous slant to the facts was commanded.

All copies of the original Qingdao Report have been destroyed, erased or quantumronically disabled. Members of the teams that composed it have been silenced and transferred to other units, departments, or stations.

Only one copy has survived and it is the property of our source, whose identity we keep in secret for security reasons. This copy is now in our hands. Documents from the original version reveal important evidence that we will publish in successive broadcasts. As a starter, we will present some unpleasant *"Truth pills"* about our enemy, Yu Jing.

In only one year, Yu Jing has invested around one billion Yuan in the purchase of Concilium companies in strategically important areas. Many of these are linked to PanOceanian corporations.

Yu Jing has virtual control of approximately twelve leading corporations in the technological sector. The report reveals that more than one hundred and fifty companies and international corporations are under the direct control of the Interspace Trust Corporation of Yu Jing. This corporation operates directly under the directives of Yǎnjīng, the Yu Jing Military Intelligence. Interspace Trust is one of the best known international operators of container terminals in the entire Sphere, possessing lucrative docks in thirteen ports across the Yu Jing solar system and as many more in other Sphere systems. Interspace is well known for their avid desire to find new ports for their transports.



yu jing



The commercial ties established in Yu Jing by PanOceania companies have allowed the carrying out operations of unprecedented scale in the PanOceania systems.

PanOceania is not the only body facing the growing menace of the "yellow danger" and a breach in its security. PanOceania is no more than a primary objective, and O-12 and the Concilium are a Trojan horse. Yu Jing's goal is to conquer the totality of the Human Sphere and force it to submit through the defeat of the only power that can stop it. PanOceania must stay firm...

If you want to know more about this issue, you can download, on receipt of the aforementioned amount, all the annexes produced by our collaborating analysts. If you want to know the truth, stay with us, with "Truth Pills", the only channel that truly worries about PanOceania interests and is the only way to uncover the dirty entrails of politics...

"Truth Pills", an Autofocus program, a not independent PanOceania news and political analysis channel, Maya.

YU JING'S STATE EMPIRE ARMY

One of the most powerful armies in the Sphere protects the Jade Capital. Yu Jing combines the ancestral teachings of their martial tradition with the most advanced technology in an invincible union. The deftness of the Shaolin, the stealth of the Ninja and the power of Gūijiā are good examples, but the key element in the StateEmpire Army is the Heavy Infantry. The High Command opted for a Heavy Infantry that would adapt itself to any condition and necessity in times of war. Yu Jing's servopowered armours are the best in the market, lighter, with easier maintenance and the most versatile. However, the level of excellence of Yu Jing's Heavy Infantry comes from an intense level of training and a tactical conception in which they are always the decisive element.

YUJING'S TROOPS

KEISOTSU



KEISOTSU BUTAI:

Front Line Japanese Light Infantry.

ZHANSHI



ZHANSHI (Zhanshi Qizhi Dàdù, Banner Troops):

The Minister of State for Defense of Yu Jing has eight armies spread across the StateEmpire's territory, identified by a characteristic banner unique to each one of them. This is the reason why these armies are known generically as Shanshi Qizhi, Banner Troops. The Chinese term Zhanshi (Combatant) which designates the Banner soldiers, comes from the times of the Popular Army of Liberation and has overtaken the traditional term Bing (soldier). The Zhanshi are the pillars of the army, the general purpose troops who participate in joint actions and offensive operations as regular soldiers. They also constitute the defensive garrisons of cities and frontier settlements. One of the main characteristics of these soldiers is the importance they give to close combat, moreso than other regular armies in the Sphere. The Zhanshi are the unknown heroes of the Yu Jing army; disciplined troops, used to enemy fire and conscious that it is they who are charged with primary success of any military operation.

TIGER SOLDIERS



TIGER SOLDIERS:

In the Chinese tradition, the Tiger is the most powerful animal after the Dragon, who represents the Emperor. Tiger Soldiers are the elite airborne unit of the State, deployed in the hot spots of battles. They are famous for their audacious, lethal and vertiginous attacks and have earned renown for their ferocity. Tiger Soldiers honour their totemic icon with their painted armour. Their official service record does not reflect the extent of their success, as they often are designated to perform rescue or attack missions in enemy territory and for obvious security reasons most of these operations are not publicly acknowledged. The core of Tiger Soldier missions are Direct Actions. More specifically, they are the first airborne attack and invasion unit of the StateEmpire Army. Their operative tasks include movement towards the enemy and hostile contact, ambushes, reconnaissance, airborne and air-deployed attacks, seizure and control of positions and rapid establishment of defences. As a Special and Covert Operations force, they receive the hardest and strictest training and have several mobile secret bases across Yu Jing's system.

INVINCIBLES



INVINCIBLES:

The root of Yu Jing's military force is the Invincibles: an army composed of troops each as capable as several Heavy Infantry troops in combat. The Chang Sheng Chun, or Invincible Army, was born during the military reforms proposed by Minister Tseng Huan. He wanted to change the army model of the State, moving away from large masses of poorly trained light infantry to a more modern and effective approach. In order for this reform to take effect, military research was improved and focussed on the development of body protection, creating stronger and tougher servo-powered armour. Many camps and training centres were built, containing the finest combat instructors in the whole Human Sphere. In a short time, Yu Jing had a very strong, highly disciplined force that was able to carry out the most complex tactical manoeuvres. The amount of progress that was made in such a short time and their practical demonstration during the Shé (Snake) Offensive, prompted admiration from all military analysts. Nowadays, the Invincibles have become an excellent attacking force because, although trained by foreign instructors, they have never forgotten their Chinese inheritance and are formidable close combat fighters. Their precise discipline, order and tactical ability are both singular and excellent. Due to their appearance and reputation, they really do appear invincible in combat.

WU MING



WU MING, "THOSE WITHOUT A NAME":

The Wu Ming Assault Corps are a penal military regiment, marked as cannon fodder for the battlefield.



ISC: Yaokong



37



yu jing

DÀOFÈI



DÀOFÈI, TACTICAL RECONNAISSANCE SECTION:

The Dàofèi are Heavy Infantry specialized in infiltration and survival in hostile environments. The Tactical Reconnaissance Section of the Invincible Army combines instruction in infiltration techniques with that of Heavy Infantry combat. The Dàofèi Units receive their name (Bandits) because of the graduation trial they have to pass in the State Scouts School. This trial consists of leaving them without food or weapons for two months in the inhospitable lands of Dailing, where they must survive by competing with poachers, bandits, smugglers, fugitives and the zone's police force that treats the Dàofèi even worse than the above-mentioned thugs. In order to survive in this territory it is necessary that they devote themselves to robbing and pillaging, which besides alarming the police, attracts local professionals who are not ready to share their territory with any foreign arriviste. This is the point where the trial gets complicated and people start to die. Survivors are toughened infiltrators and enter the Dàofèi Section, where they will accomplish very similar missions to their graduation trial but using better equipment.

HAC TAO



HAC TAO SPECIAL UNIT:

The name of the Hac Tao Special Intervention Unit means "Black Tao" or "Black Magic", referring to the camouflage technology and thermo/optical emission suppression used by their armour. Brave, loyal, and trustworthy, the Hac Tao are characterized by their soft and silent moves and famous for playing very hard. The function of this well trained troop is the interdiction of enemy troops, causing as much damage as possible with their actions. Hac Tao are specially outfitted to accomplish harassment and annihilation missions. In addition, they can be deployed in a wide range of special operations and perform collateral activities such as Direct Action, internal defence and Search and Rescue in combat. The motto of the Hac Tao Special Unit, their combat philosophy, has been extracted from *Sun Tzu's the Art of War*.

*Be subtle until being invisible,
Be mysterious as silence,
And you will be able to be the owner of your enemy's destiny.*



ISC: Zhanshi

HSIEN



"HSIEN" WARRIORS:

The Hsien (or Immortals) are the Emperor's personal elite guards. A very prestigious unit composed of decorated officers and aristocrats, their members are charged with the personal security of their Emperor, a top distinction in the military. For this reason, their will and determination in combat are unbreakable. The Hsien are the most abnegate of the chosen, the best of the selected, those devoted to the Emperor until death without thought for themselves or anyone else. They are a defensive/offensive sphere surrounding the Emperor's persona. As special security forces, they provide armed escort and armoured protection. They specialize in intense combat actions and in executing or repelling assaults by sheer fire power as well as in close combat and via counter attack. The Hsien are Imperial Agents, posted in the Imperial Palace in Tiān Di Jīng but they will be anywhere the Emperor goes, or wishes to go. When the Emperor wants to have a representative in a place or situation he considers important, he sends them as manifestation of His will. Feared and respected, the Hsien have full authority to take decisions, execute them overwhelmingly and then disappear from the scene.

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38

Yu Jing

YÁOKÒNGS



YÁOKÒNGS:

Yáokòngs are remote control units used by Yu Jing to support their troops. Able to link with the systems of a Gūijiǎ, or with those of a tactical Hacker, they can turn into the eyes of the army or its executioner's arm. The great versatility of Yáokòngs lies in their modular composition, which allows adaptation of any model to the necessities of the battlefield with the greatest speed and ease. The **Yáokòng Wèibīng**, translatable as Remote Guardian, has a battery of sensors that enable it to discover hidden enemies while also amplifying the range of hackers or providing coordinates for artillery. The **Yáokòng Hùsóng**, or Escort Remote, has a heavy machine gun and a mine dispenser. It can be used as mobile support, to defend a zone or to stop the enemy advance. **Yáokòng Son-Bae** are armed platforms equipped with intelligent guided missiles. Yu Jing artillery forward observers have a helmet that integrates a control system through a screen-visor. In this way, the Yáokòng Son-Bae can monitor the projectiles' trajectory after being assigned a target. The system is safe and accurate, designed to resist interference from Electronic Countermeasures or interference from an external agent trying to influence the projectile's trajectory or in the target acquisition system. **Yáokòng Chāiyì** (Messenger) are support units for cyber-attacks in infowar environments. They are very fast but fragile and are specifically designed to enhance the performance of StateEmpire army hackers.

GŪILÁNG



GŪILÁNG SKIRMISHERS:

Gūiláng skirmishers (Phantom Wolves) are the special arctic branch of Yu Jing's State Army. They receive the same training as the Zhanshi Qízhì (Banner Troops) but must also pass an eight month course in a remote part of the Huangdi peninsula, (Or Niflheim, according to the PanOceanians) enduring extreme weather conditions. Their training is very complete and is adapted to the corps operational profile. The Gūiláng accomplish missions that can range from aquatic and/or airborne operations, infiltration, camouflage, artillery forward observation, movement through rocky and snowy terrain - all carried out in the midst of Svalarheim's terrible Fimbul storms. They usually jump in parachutes over icy terrain, or are deployed from a submarine, performing 30 mile marches through no man's land, or even worse, through enemy territory, charging with a pack full of material, weapons and communication devices. Only the Gūiláng are able to consider such hell as pure routine.

NINJAS



NINJAS:

Ninjas do not exist. Ninja clans and families disappeared at the beginning of the 20th century in the midst of the Meiji era convulsions. Ninjas were shadows with human form, masters in stealth, infiltration, disguise and many forms of killing, both armed and unarmed. Yu Jing StateEmpire cannot allow the unruly Japanese to have a breed of sinister executioners unless, of course, they also work for the State. Officially, the State does not recognize the existence of Ninjas. Rumours about highly technological assassins accomplishing secret missions for the StateEmpire are only that, rumours. After all, no Ninja has ever been caught alive...

SHAOLIN WARRIOR MONKS



SHAOLIN MONKS:

Shaolin warrior-monks are integrated into the state army by virtue of an old treaty with the Wan Hou monastery and Yu Jing's State. In the treaty, the Wan Hou monastery agreed to provide the State with a mobile attack force in exchange for tax exemptions. Shaolin monks practice Zen Buddhism and are superb martial artists. After their training period in the monastery, they are not very good at ballistic skills but in close combat and hand-to-hand killing, they are unbeatable. The severe discipline and rigorous training they endure in the temple turns them into instinctive fighters, both fast and lethal. Shaolin monks are always ready for combat, liberating their mind and moving without inertia, set to act in any direction. Yu Jing's army uses Shaolin as light assault troops and spearheads to break through and disband enemy formations, a task they perform with lethal beauty.

YĪSHĒNG



DOCTOR (ZHANSHI YĪSHĒNG):

Military doctors specialized in Combat Medicine.

MECH-ENGINEER



MECH-ENGINEER (ZHANSHI GŌNGCHÉNG):

Military sappers and those responsible for providing technical assistance to Mechanized Infantry sections of the StateEmpire army.

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39

yu jing

GÜJIÄ



GÜJIÄ, SSU LING SQUADRONS:

"The State Cavalry GÜjiä machines are the best tools of combat that man ever created until now. [...] A long time ago, you could enter a unit if you belonged to certain caste or had a specific status. Thanks to imperial socialism, now only the best, no matter their social status, enters these units.

A selection program based on aptitude tests taken in the education centres chooses the youths that have proved to be able to serve the State in the higher ranks of their army. Once selected, they are sent to instruction centres, where they are trained and evaluated by veteran officers. Then the final sieving is performed and regardless of their social status, only the most fit will receive the reward of joining Yu Jing's best military units. [...] With a GÜjiä, the finest light combat machine that our advanced technology can offer, a soldier can cross the most infernal battlefield without fear, helping Yu Jing achieve its destiny. [...] Ssu Ling Squadrons from Yutang are distributed, as with legendary spiritual creatures, to the four cardinal points in order to defend all the territory. The Ki-Lin (Unicorn) Squadron is posted to the West of the continent [...] Feng-Huang (Phoenix) Regiment protects the fertile South. [...] GÜi-Xian (Tortoise) Squadron covers the North, our cultural bastion. [...] and the Long (Dragon) Squadron defends the productive East and our beloved capital. [...] Ssu Ling Squadrons were responsible for several glorious victories during NeoColonial Wars [...] Comrade-subject, your sons can become heroes of the Yu Jing State Empire, and your efforts are the authentic foundations of socialist-imperial society, without representing..." (Fragment of electronic propaganda from the Information Ministry).



ISC: GÜjiä

0003

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40

Yu Jing

KO DALI



KO DALI, SERGEANT OF THE TIGER SOLDIERS:

"I could tell you a lot of things about Ko Dali, but all is classified material... She was one of the best and more lethal operatives that we had in Yǎnjīng... She could seem nice and funny but in fact, she is like a razor inside a silk cloth... If after leaving service she had left our side, we would have had to kill her..."

Fragment from an interview with a veteran Military Intelligence officer. Documentation taken from the dossier on sergeant Ko Dali.

Ko Xiang is the daughter of Ko Dali, an officer of Yǎnjīng (The Eyes), Yu Jing's Military Intelligence. Ko Xiang followed her father's footsteps in military intelligence, working as a covert agent. Owner of a rash spirit, in love with danger and cheap thrills, Ko Xiang always asked to participate in the most risky missions. Her combat record was impressive and her promotion as an intelligence officer was meteoric. However, her father's murder by a PanOceanian double agent would cut short her career. Grief-stricken, she abandoned the mission she was working on and, appropriating contacts and military material, initiated a personal vendetta to eliminate her father's murderers. After killing them all, she was court-martialled, stripped of her rank and condemned to six months in prison. After doing her time, Ko Xiang enrolled in the Special Forces, adopting her father's name as a posthumous homage. Since then, her spirit and skill has turned her into a living legend in the regiment.

The physical look of Ko Dali is perfect for undercover missions. She is neither tall nor muscular and does not seem a military commando at all. Her beautiful body is as a night in the mythical East, ardent, warm and fabulous. Her face is a perfect oval. Death dwells in her cruelly voluptuous green eyes. A soft and purring voice and her feline movements, languid but ready, recall those of a tigress, her totemic animal. Still, after having served in many dangerous places, her combat style, fast and dirty, is characteristic of Military Intelligence agents. As a reminder of former missions, the beautiful Ko Dali always carries with her hidden fast action holsters, in the same way as Noviy Bangkok outlaws.

SUN TZE



SUN TZE:

Sun Tze was born in China, in the Kingdom of Qi, during the period of the Warrior Kingdoms (476-221 BC). A soldier and a politician, he served the Wu Kingdom, which he helped reach pre-eminence during this period in Chinese history. Sun Tze is famous for his influential treaty on military strategy "Sun Tzu. The Art of War", a work of great psychological dimension, where he enunciates a series of surprisingly modern and valid principles, useful as much for military life as for political or civil arenas.

The Project "Advisor" was Yu Jing's answer to Project "Orleans Maiden". Yu Jing's High Command requested ALEPH recreate a military strategist, a less notorious persona that functioned as a power behind the throne, creating victories without receiving too much publicity. The character of Sun Tze seemed the most appropriate, as much for his qualities as for his cultural affinity. The recreation of his personality was completed with a military background from Yu Jing schools of strategy, preparing him for modern warfare. Sun Tze is a natural born strategist, with an extraordinary vision of the future. His intense military talent is reflected in all his decisions. He possesses a sharp computer mind with which he can imagine and devise hundreds of plans and contingencies in an instant, which makes him a vital element in any operation. He is an experienced soldier and has great perspicacity and all the leadership qualities that could be required. Physically, he is tall and of normal build, with very cold eyes in a stone face, pale and detached as death. He possesses a solid temperament, with the calmness and sardonic arrogance proper of a veteran officer combined with the tranquillity and security of one who knows many secrets. He always talks slowly, with few expressive gestures and never raises his voice. He has a haughty demeanour, with a grave priestly air provided by the robe he usually wears over his armour but his attitude reveals all the vigour of a general. He shows some harshness in his behaviour but he treats all his business with such intelligence, security, and tact that it is not strange that he is successful in all his deeds.

Sun Tze proved his worth during the NeoColonial Wars and the Ariadnian Commercial Conflicts. He was the author of the Lièqū Action and the successful Operation Dàjiě, in which the leading edge of the PanOceanian forces in Paradiso was stopped. This military operation alone would increase his prestige in the StateEmpire army.

Troops and officers consider Sun Tze a man that dares to put into practice what others would not even imagine trying. Such popularity could be dangerous for the High Command but Sun Tze has never showed non-conformity or rebelliousness and in fact is considered a man of proven fidelity to the Yu Jing StateEmpire.



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yu jing

>> 0004

Ariadna

MAYA: ON-Line... FirewallOff

42

Ariadna



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On-Line

NotViruses... open»



>> 004



49



Ariadna



"Eat or be eaten, that is Ariadna" Colonel Yevgueni Voronin, Cossack Diplomatic Corps.

A lost human colony in an isolated system, abandoned on a hostile planet without resources. Resistance and tenacity substitute for lack of high technology. Cossacks, Americans, French, and Scottish fighting each other and the planet built Ariadna, where only the toughest survive. Welcome to Ariadna, welcome to the army.

ARIADNA: FORMATION, SUFFERING AND CONTACT

INITIAL PHASE

"Project DAWN" was the name of the most ambitious enterprise of space colonization in the first century of the third millennium. The almost accidental discovery of the space object GA6037283, the first tangible wormhole, allowed the space agencies to take extrasystem space exploration seriously.

This was the genesis of "Project DAWN", an international program that saw NASA, the European Space Agency and the Russian Cosmonautic Agency join in cooperation. The project's first phase consisted of the delivery and recovery of a probe through the wormhole. The probe, called *Lapérouse*, returned with data on a new planetary system, identified as Delta-Pavoni.

This first report was the signal to begin the planning and construction of *Ariadna*, a huge colony ship that would transport the first crew of pioneers to this new system.

A double probe called *Lewis & Clark* was sent with the purpose of collecting and analysing an exhaustive amount of data, as much about the system as concerning the terraforming possibilities of the planets composing it. These compiled biophysical reports confirmed the fourth planet was suitable for terraformation and colonization. This planet was baptized *Dawn* (Dawn, Aube or Paccbet). The international community was swept up in midst of a great media campaign and the planning of a second ship, the *Aurora-Dawn*, began.

To guarantee security and the stability of the wormhole a third probe was sent, the *Pallas*, which confirmed the planetary data collected and the reliability of the Portal.

As the *Pallas* reports were analyzed, the building and outfitting of the *Ariadna* was completed. The pioneer crew was enrolled, from the most part selected from Europe, North America and the Russian Federation. As a joint project of the American, European and Russian space agencies, very few members from other nations were included.

The expedition had a marked techno-military slant, with all analyses predicting difficult conditions for the pioneers. In addition to the flight crew of the craft and the scientific team, two military contingents were organized; one American and the other European, composed of Anglo-French units. The Russian Federation contributed a Cossack regiment plus their families, with the idea of establishing a traditional Cossack colony combining military, agricultural and industrial expertise. That regiment would be responsible for the surveillance of frontiers and ensuring that law was respected between the colonizers. In order to fill the ship with the planet's first colonists, European, Russian and American citizens were invited to sign on, with both individuals and whole families accepted provided they had demonstrable skills as technicians or qualified workers.

Besides enrolling crew and settlers, donations of tissue, ovum and sperm samples were taken from civilians and institutions to safeguard the variety and genetic viability of the expedition.

The trip was planned in such a way that the passengers would remain cryogenically frozen until well past the Portal. The craft was controlled by a rotating flight crew, assisted by automatic systems. After arriving in Dawn's orbit, they would install orbital infrastructures and then prepare for landing. Once this phase was completed, the military team would be defrosted in order to create defensive positions, establish the first settlement and explore the area. After completing the second phase, the settlers would be progressively defrosted in order to build the first settlement.



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DAWN. Ariadna.

INFINITY

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44

Ariadna

SETTLING PHASE

The first task of the crew after arriving at Delta-Pavoni was fixing a stable orbit around the planet and then proceeding to install the necessary orbital structures for the colonization. At the same time, a web of scientific-military satellites was established in order to survey the majority of the planet.

From orbit, planetary cartographers started working, baptising the different continents and larger islands with imaginary names extracted from Western and universal literature.

The second phase consisted of delivering landing shuttles with the necessary military personnel to secure the landing area and making the first surveillance of the terrain. The landing zone chosen in the Northern hemisphere was sufficiently distant from the tropic to guarantee a soft climate. Placed near the Mirror Sea, watered by two rivers and protected by mountain ranges with no volcanic activity to the North and East, it seemed the ideal place to start colonization.

Landing, in general terms, was a success and the zone was safeguarded with no casualties. Work began to erect the initial structures to receive the *Ariadna*. In the first explorations, the existence of several exploitable veins of ore at the North and South of the settlement were confirmed.

Defrosting of the civilian personnel required for the final landing was performed with a reasonably low number of losses due to technical failure (1.5%).

Meanwhile, the *Aurora* had left Earth. The second colony ship had a greater capacity, transporting more settlers, supplies and support material for *Ariadna*. Sadly, the *Aurora* would never arrive at her destination. The wormhole would collapse during her travel, losing the *Aurora* and isolating the Dawn system from the rest of Humanity.

The absence of high range astronomical sensors prevented the passengers of the *Ariadna* from discovering the collapse of the wormhole. The colonization program continued as planned.

After several months of preparations, the final landing of the mother spaceship *Ariadna* took place. It functioned as a temporary bivouac for the settlers and would never again cross space. Around it installations were built, as modules for living, research and support. This zone was afterwards known as *Матр* (Matr: Mother). As *Матр* was being built, the pioneer crew was defrosted to aid in the construction. The failure rate of the defrosting process was reduced to 0.75%, and the settlers' morale was high.

Military units started long distance reconnaissance patrols to widen the safe area in *Ariadna*. Settlers began exploiting nearby raw material resources. The Settling Phase entered a dynamic expansion.

Once the first Settling Phase was completed successfully and the settlers defrosted and organized in a productive social system, a series of military campaigns of advance exploration and expansion began. The Cossack contingent took over the defence and control of the base settlement while the other military units established advanced settlements far from the limits of *Ariadna*-*Матр*.

And then first contact was made with the indigenous inhabitants of the planet, the so-called Antipodes who were found in the East Mountain Range. In spite of their community's surprisingly complex nature, they were initially considered common wild animals. All their villages detected by the military were destroyed.

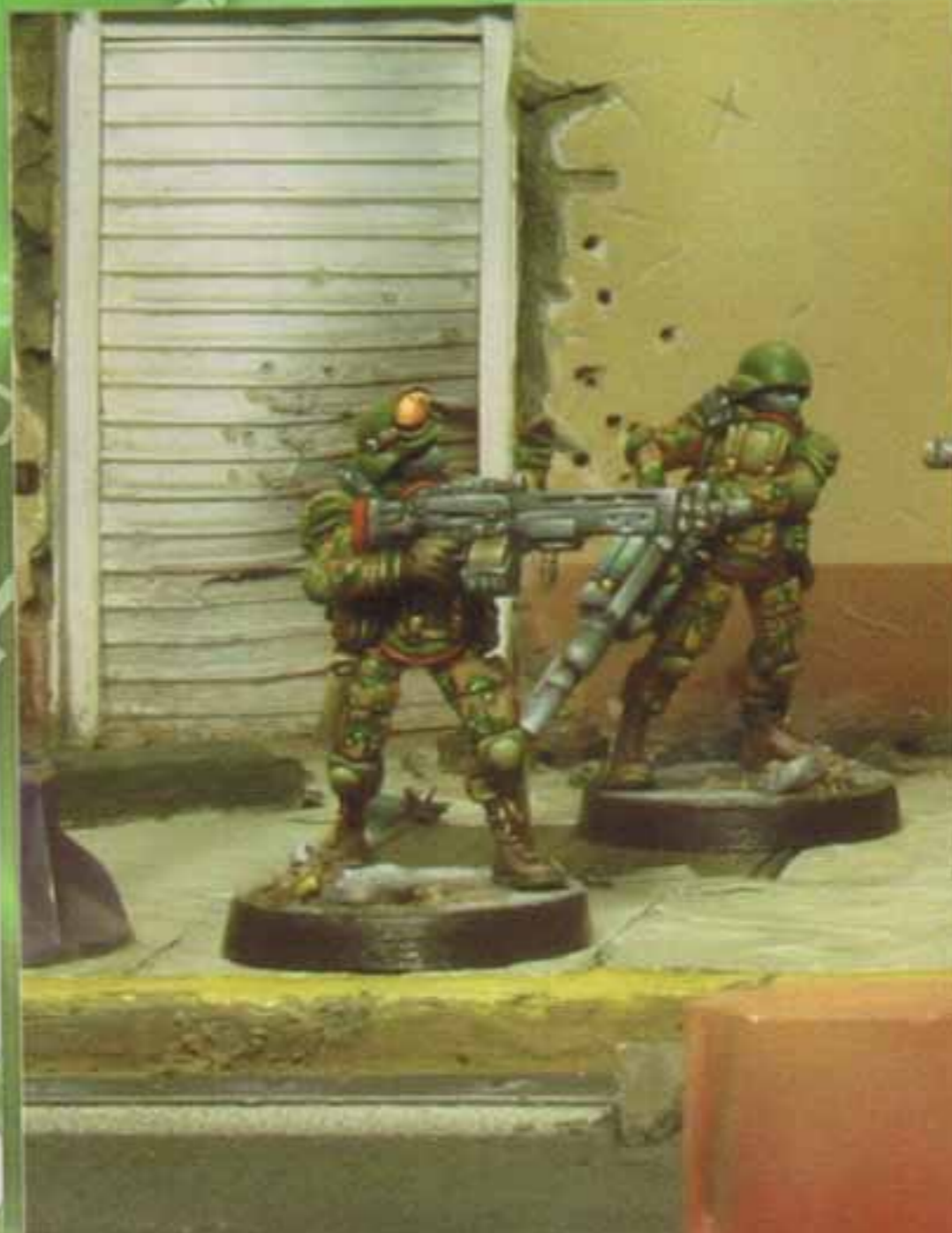
As the delay of the *Aurora* became apparent, the settler's morale fell steadily.

The U.S. 1st Ranger Division located several settlements of the native inhabitants of the planet, the Antipodes, on the other side of the East Mountain Range. A bloody clash ensued with the Antipode "River Tribes", which showed an unusual unruliness. All communications efforts yielded nothing; the survivors of the previously devastated settlements had warned their brothers. War drums echoed in the night.

During the following months, the 1st Ranger Division suffered serious losses in a series of coordinated attacks by the "River Tribes". Concerned over the increasing danger level, they established a fortified settlement, Mount Sion-The Wall, which became the main defensive bastion in the western part of *Ariadna*.

The increasingly difficult situation with the natives and the lack of contact with Earth forced a reconsideration of the general politics of *Ariadna*. Several dissident voices arose, proposing that "areas be kept culturally pure, to achieve greater collaboration and work performance". Internal problems saw the split of population groups into diverse factions, establishing separate ghettos. The Russian Cossacks and southern and Eastern Europeans entrenched in *Матр*, founding a nation called *Rodina* (Mother Country), with a Cossack majority. The descendents of the North Americans settled in *The Wall*, declaring *USAriadna* the fifty-first state of the Union. The English and Scottish settled in a zone called *Caledonia*, bounded by the Hadrian's Mountain Range and close to the prosperous mining city of *Scone*, their capital. The French established their settlement, called *Mariannebourg*, in a natural node of communications between *Rodina* and the Northern mines, starting the *FrancoAriadnian Republic of Merovingia*.

This separation of the colonies generated new economic needs, necessary to establish new structures in the various settlements. The division of available resources would lead to an era of scarcity known as the *Depression*.



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Ariadna

CONSOLIDATION PHASE

The Depression was characterized by the numerous acts of pillage and robbery committed in the outer settlements and in Rodina. Each robbery provoked punishment, creating a constant escalation of violence. As a result of the famine and the steady attacks of the different Antipodes tribes, the Ariadnian population was decimated.

During the Depression, a Cossack summit took place; they consolidated their power in Rodina and offered their services and social model to the Ariadnian controlling committee. The Cossack proposal triumphed after proving that they could keep the situation controlled by establishing a series of self-sufficient settlements (*stanitsas*) between Rodina and the limits of the human dominion, marked by The Wall. *Stanitsas* allowed the surveillance and control of communication routes and surrounding territory, as well as observation of outlying settlements and any possible indigenous incursion.

The general feeling of the Ariadnians in that moment was that the *Aurora* was not going to arrive and that Earth had abandoned them. This sentiment boosted the growth of the radical party AriADNA, supported by some Cossack factions. Meanwhile, the conflict in the colonies and with the natives increased. As a cautionary measure, compulsory military service was enacted and the Military and Command Academy in NovoCherkask was created, two clear reminders of the military Cossack tradition.

The end of the Depression was marked by a relaxing in the radical positions of the different factions in favour of a wider collaborative attitude to overcome the crisis. This did not mean that incursions diminished but they were less frequent and bloody. Mariannebourg improved relations with the Cossack government in Rodina, giving rise to the expansion of the French settlement. The Wall and Scone were more reluctant to unite with Rodina and kept a more aggressive and detached attitude. Nevertheless, necessity obliged them to establish an alliance under which they recognized a joint government for the Ariadnian humans. Despite the good intentions, it was widely known that both settlements would try to separate as soon as they found a propitious occasion.

Teseum, a neomaterial very molecularly dense but light in weight and a superconductor, was very scarce in the Human Sphere but present in vast quantities on Ariadna. Its manipulation was extremely complicated and for this reason, the Ariadnians could not use it as often as their mining output would otherwise indicate. In spite of this, they were aware of the great industrial value they possessed and it turned into a great economic and cultural resource for the Ariadnians. Teseum actively contributed to the end of the Depression and the beginning of the Consolidation Phase.

The Consolidation Phase was characterized by a partial political stability and a great industrial, economic, and demographic development. Communication routes were consolidated and infrastructure developed. Many colonies and *stanitsas* abandoned their temporary aspect, becoming authentic cities.

In the midst of the Expansion Phase a series of severe storms erupted, accompanied by extreme drops in temperature, especially in the Northern zones of the main continent. Intense cold and snow provoked a massive exodus of Antipodes towards the South. Demographic pressure, hard living conditions and accumulated hatred towards the humans triggered the Second Antipode Offensive.

This new attack had all the characteristics of total war; the Antipode tribes allied against the Ariadnians and attacked them on all fronts. Battles were long, hard and bloody and there were victories and defeats on both sides. Antipodes took the worst part and were repulsed but the Ariadnians also suffered many casualties. Cities such as Springfield, Brigadoon and Toulouse-sur-le-Boire were destroyed and abandoned. Nevertheless, so much blood served to provoke more unity from the Ariadnians. Cossacks, French, Scottish and Americans had to forget politics to fight together and protect each other, the evacuation of cities prompting their inhabitants to mix with other settlements. The consumption of material, resources and people tempered and postponed the separatist ideas of the more radical.

One of the consequences of the Second Antipode Offensive was the birth of the so-called Dogfaces, the hybrid human-Antipodes. Pregnant women who had been bitten by an Antipode would bear children with mutations that presented genetically hybridized traits of both races. In spite of the initial repulsion, their mothers insisted on keeping them and taking care of them as they proved to be intelligent and very loving, even though they would be considered second class citizens for a long time by Ariadnian society.

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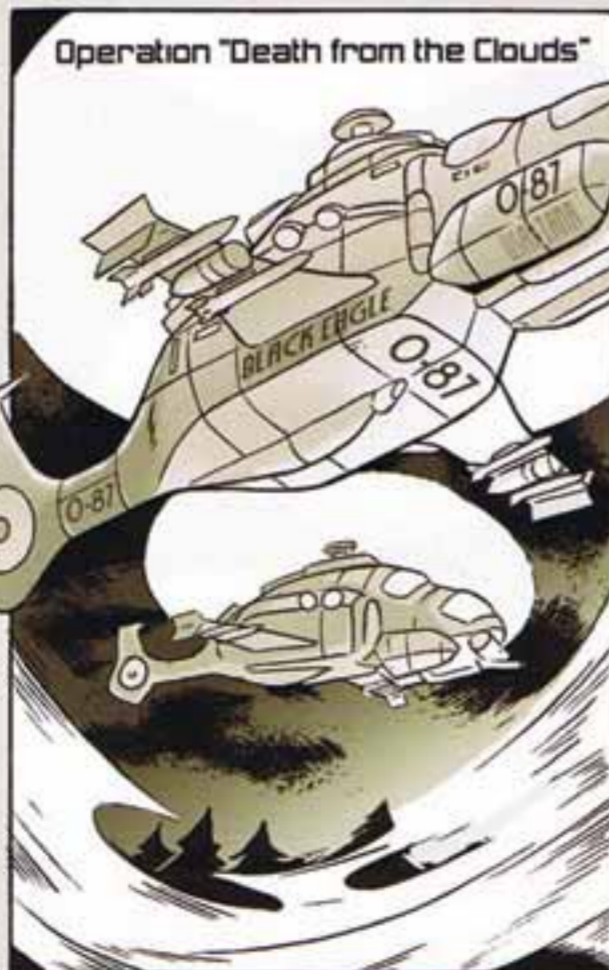
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Ariadna



After the Second Offensive came a period of reconstruction. Oceanic exploration was undertaken and funds provided to boost the Naval Exploration Corps. The number of mapped territories increased and new routes and ways to faraway places were established. The old plan of putting to work the satellite network was reconsidered. The industrial capacity of the American, French and Scottish boosted exponentially.

Towards the end of the Consolidation Phase, and owing to the funds bleeding to the space plan, Rodina imposed a strong increase in taxes in order to exploit the economic bonanza. The measure was unpopular and the separatist politicians took their chance to stir up the citizenry against Rodina. A peaceful protest before the headquarters of the Cossack government was violently suppressed, sparking revolution and provoking the Separatist Wars. USAriadnians, Merovingian and Caledonians said they were fighting for freedom, as Cossacks defended their ideals of unity and joint progress. Their positions were completely opposed and irreconcilable. Politics gave way to warfare.

The Separatist Wars were as bloody and fierce as all civil wars. Separatists entrenched in their territories were ready to defend themselves until death, ignoring their neighbours and probable allies to repulse the Cossack troops. Their isolationism would finish them off, with a co-ordinated effort possibly enabling attacks on Cossack territory from diverse fronts, obliging them to divide and weaken their forces. Instead, they gave their enemy a chance to attack them with its full power one by one as secondary forces harassed their neighbours. The expensive Cossack victory in the Separatist Wars served to create a federal statute, linking the three separatist states to Rodina but with some liberties and prerogatives that palliated their feeling of defeat. The Ariadna Federal Nation was born.

After the Separatist Wars, a street sport called Dog-Bowl, usually practiced by Dogfaces and some larger Ariadnians, was professionalized. Dog-Bowl is now the brutal king of sports in Ariadna and its rules can be summarized in only one sentence: *If there is no blood, there is no fault.* Under this premise, it has become a fixture of Ariadnian society, with professional teams in every major city, regional leagues and the great Five Nations Cup, in teams from the main Ariadnian regions compete: Caledonia, USAriadna, Merovingia, and from the Cossack side, Matr and Tartary. Dog-Bowl has indirectly served to improve Dogface status in Ariadnian society, raising some of them to the rank of sports heroes.

CONTACT PHASE

Twenty years after the Separatist Wars, the Ariadnians had already found a meaning and an understanding of having their own state, considering Dawn their own planet. This was the moment when the PanOceanian exploration craft *Nirriti* arrived at Dawn through a new wormhole. Two months after the *Nirriti*, the Yu Jing *Lei Feng* military advance craft arrived. Almost two centuries of isolation disappeared in an instant. The Ariadnians did not welcome the newcomers happily; a feeling of having been dumped by Earth was renewed. PanOceania and Yu Jing's liberal use of Ariadnian land to settle their advance troops did not contribute to Ariadnian leaders' happiness. The mediation of a diplomatic O-12 delegation helped to calm tempers but did not hide the obviously expansionistic aims of PanOceania and Yu Jing.

A special urgent meeting of the Concilium Diet took place in order to deliberate the political status of Ariadna. PanOceania stood directly opposed to Ariadna's autonomy, claiming Ariadna as theirs since most of its founding nations were now mostly part of PanOceania. But with votes from Yu Jing, Haqqislam and the Nomads, it was decided to confer on Ariadna the status of independent nation. What was impossible was arriving at a consensus in regards to the property ownership of planet Dawn and its system. According to Yu Jing's legal experts, only the occupied territories, the interior waters and a territorial sea limit of three hundred miles could be considered Ariadnian. PanOceanian diplomats alluded to the Antipodes as the authentic owners of the planet and outlined that bad relations between both races were endangering the existence of the Antipodes.

While politicians discussed, the militaries of both powers hurried to turn their initial settlements into permanent installations before the vigilant and indignant eyes of the Ariadnian Scouts.

Taking advantage of the legal vacuum, the governments of PanOceania and Yu Jing sold the exploitation rights of all Ariadnian zones with natural resources and business options that did not have clear Ariadnian ownership. Great companies started to land on Ariadna, clashing with everybody; they even fought each other, with PanOceania and Yu Jing sometimes selling the same territory to two different companies. In other situations, the territories were already occupied by a Haqqislamite or Nomad company sold the territory by the Ariadnians. More often, companies would find a village of aggressive Antipodes who were not very likely to let themselves be thrown out by humans.

To solve what they called "delays in pre-production", the corporations enrolled Mercenary Companies and units. To stop the rising escalation of violence, Ariadna tried to disarm the mercenaries, provoking the indignation of the megacorporations who considered Ariadna the biggest obstacle of all. Different states resolved to defend their own interests, resulting in the so-called Ariadnian Commercial Conflicts. Save Ariadna, who allied herself with the scarce representatives from Haqqislam and the Nomads, the Conflicts became a conflict of everybody against everybody. Skirmishes turned into battles involving corporate troops, mercenaries, regular troops, guerrillas and militias. The Ariadnian side, thanks to their knowledge of the terrain, managed to resist the ravaging of their adversaries, keeping their positions. PanOceanian and Yu Jing troops were obliged to fight corporations of their own nationality. Just when the destructive spiral was losing any kind of sense, O-12 intervened with energy. Diplomatic measures and troops from the Bureau Aegis hovered over PanOceanian and Yu Jing interests on Ariadna, deactivating the conflicts with the subtlety of a hammer.

The question of the zones of exploitation was resolved with a distribution of the areas of influence by O-12 experts and the establishing of the Exclusion Zone around the territories of Ariadna, in which no power could settle or probe.

O-12's favourable sentence allowed the Ariadnian politicians, ignoring pressures from ultra-conservative groups such as Ariadna, to offer a stabilized policy of progressive though moderate openness towards the Sphere. The commercial community of the Sphere was anxious to enter the Ariadnian market, to flood it with new products and technology in exchange for Teseum. Nevertheless, many large companies have appealed against O-12's distribution, creating a current *impasse*. Until lawyers and politicians produce a definitive solution that prevents the expansionist urges of great powers and reassures the mistrustful Ariadnians, Ariadna-Dawn will be a powder keg.

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47

Ariadna

РОДИНА (RODINA): COSSACK SETTLEMENTS

"US Ariadnians are arrogant, French are condescending, Scottish are rude, and the Cossacks categorical. Sincerely, I do not know how the hell there is still human life on this planet". Colonel Yevgueni Voronin, Cossack Diplomatic Corp.

Ariadna is the name of the great central continent on Dawn where the humans settled. It was baptized with the same name as the ship that transported the pioneers to this faraway system. And it is the same name they would give themselves, first as a colony and then, after being abandoned by Earth, as a nation. After the secession of the American, French and Scottish regions during the Depression, Cossacks from the original core, Матр (Matr), adopted the name of Родина, (Rodina, Mother Country) for their zone of influence. After their victory in the Separatist Wars, Rodina imposed the name of Ariadna on the common nation of all earthly pioneers. The Ariadnian denomination is understood as a common sign of identity over individual nationalist feelings.

Cossacks have remained in power since the Depression. They are the biggest cultural group in Rodina and have known how to maintain a moderately fair and balanced government. The main basis of their political ideology is very simple: in hard times to tighten one's belt and give a hand. Untiring workers, they have taken care to establish rings of militarized colonies (*stanitsas*) to secure their territory and to establish a net of infrastructure and services that is more pragmatic than comfortable.

Cossacks have been the authentic authors of the current political situation of Ariadna. Their eagerness for unity and fear of a divided human population that would not be able to survive the planet or the Antipodes has conditioned their relations with the rest of Ariadnian colonies. Nevertheless, even the most critical analysts of Cossack politics admit that a divided Ariadna would not have been able to cope and persevere until the arrival of the great powers from the Human Sphere. It is the Cossack politicians, advised by the representatives of the other colonies, who take care of relations with the rest of the Sphere.

Rodina is divided into two zones; Matr is the metropolis, the biggest and oldest human settlement on the planet and Tartary, which is the most distant zone of colonization in the northwest of Ariadna, following the coast of the Mirror Sea. Tartary is a zone where Antipode incursions, those by troops of Human Sphere powers and even raids by the alien Combined Army raids happen on a daily basis. It is riddled with stanitsas, at least in comparison with Matr, that in spite of communication problems maintain a strong territorial feeling and frontier mentality, controlling Antipode incursions as well as those from other Sphere powers.

The main railroad track in Ariadna is the Transtartaric, one of the longest in all the Human Sphere. It spreads all over Tartary, from Matr to Dalniy, from the most northern shore of the Mirror Sea to the banks of the Cousteau Ocean. The Transtartaric is the main artery of communication and supply to the interior stanitsas. It has also facilitated the exploitation and colonization of the vast plains of the Tartary. The Transtartaric trains are reinforced, and many are armed, outfitted with machine gun posts on the wagons' roofs to protect them from attacks by Antipode tribes and plains bandits.

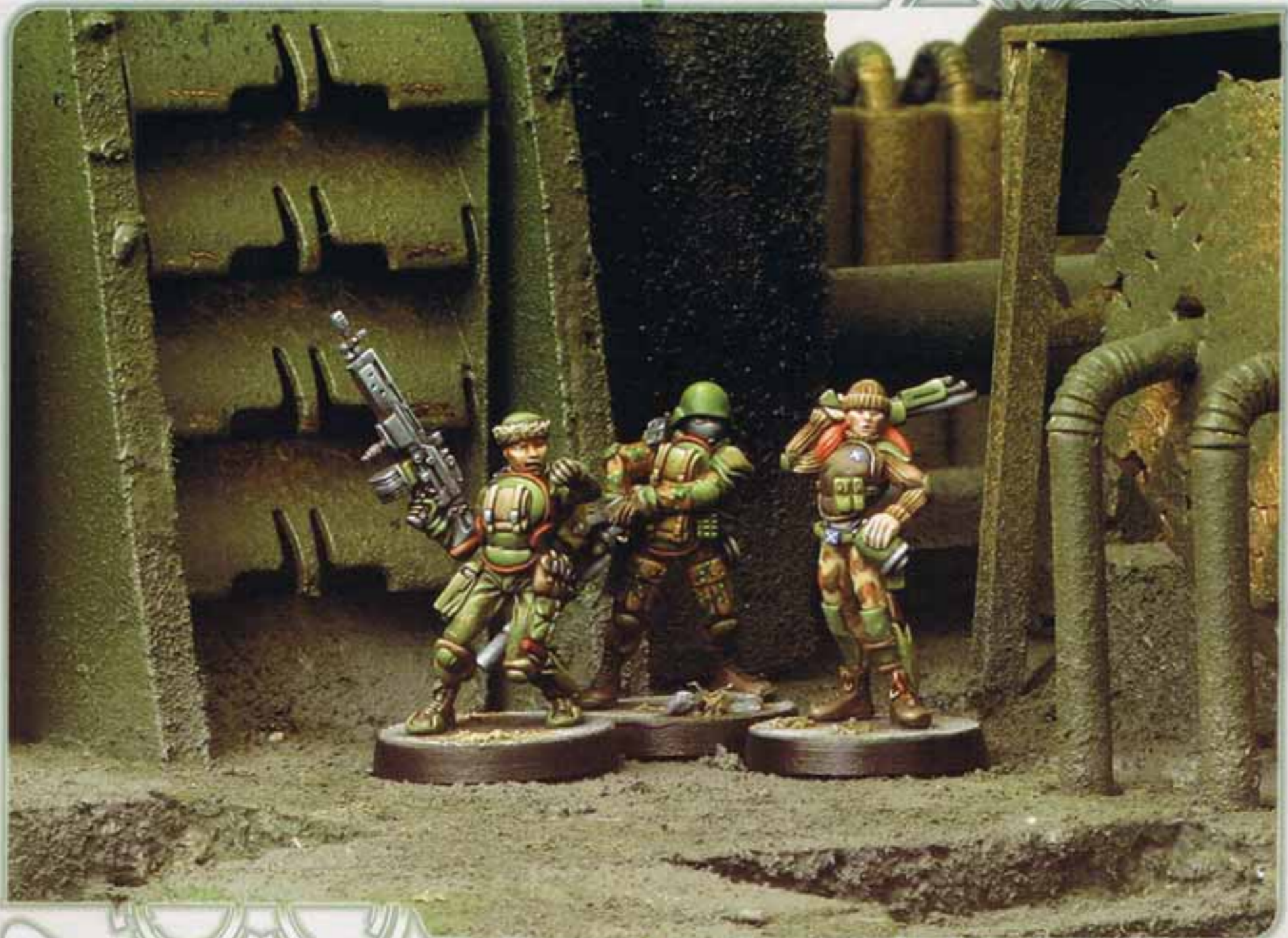
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Ariadna



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Boceliande Forest Battle.
Ariadna, 3rd Antipode Offensive.



USARIADNA: AMERICAN SETTLEMENTS

"On this planet there is only one thing worse than the Antipodes... Americans" Attributed to Colonel Yevgueni Voronin, Cossack Diplomatic Corps.

During the Depression, the descendants of the investigators and scientists of NASA and the soldiers of the U.S. Ranger Division emigrated towards the Spine Mountain Range in the East, to create their own state. US Ariadna would turn into the fifty-second state of the United States of America. The spirit of the Founding Fathers was the basis of a community that stood for the defense of liberty and the American Way of Life.

The American Ariadnians established a society that was heir to that of the middle of the 21st century USA. Historians, anthropologists and sociologists of the entire Sphere have gone to American Ariadna to study this fragment of their past which has remained virtually unaltered. US Ariadna counts its own Coca Cola factory; a famous and now defunct American trademark of soft drink, as well as its own historic fast food stands. They speak the archaic English of the 21st century and keep many of their past cultural peculiarities. US Ariadnians consider themselves a frontier country, descendants of the strongest among the strong, those who managed to survive in the hardest part of a terribly hard planet.

The majority of NASA investigators were Anglo-Saxon and Oriental while the members of the Ranger Division were mainly Latino and Afro-American. As a result, US Ariadna is the region with the greatest racial variety on Ariadna.

US Ariadna is the Eastern frontier of Ariadna. It is a region in constant conflict with the Antipodes and, more recently, with the invaders of powers from the Human Sphere. Constantly besieged, US Ariadna has to keep its enemies at bay in order to survive. Because of this, it is strategically prominent in the defence of Ariadnian territory. The US Ariadnian army works side by side with the Cossack troops, even though they do not like each other, in order to reduce any foreign interference to a minimum. The task of controlling the frontier demands a constant effort from the US Ariadnian army, preventing them from participating fully in certain Ariadnian joint operations.

CALEDONIA: SCOTTISH SETTLEMENTS

"The Scottish... first they fought each other... then they fought us" Extract from a statement by Colonel Yevgueni Voronin, Cossack Diplomatic Corps, in Police Station n°8, Matr.

When in the Northern Mountain Range, later known as Hadrian's Mountain Range, a team of sapper engineers located an important vein of Teseum, they called for the 45th Regiment of Highlander Rifles, known as Galwegians, to protect the area. As it would be a permanent destination, the regiment took its families with it. As the mining teams were composed of Anglo-Saxon people, this facilitated harmonious long term relations with the security unit. In this way, Scone was born, and would rapidly turn into the biggest producer of Teseum on Ariadna. Little by little, heavy industrial factories were established in close proximity to the mines and Scone grew into a city, with all the negative connotations of the term and some of the good ones too.

The separatist spirit that accompanied the Depression resulted in the majority of the population who descended from Anglo-Saxons (English, Welsh, the Scottish descendants of the Highlander Division, Irish and some Danish) moving to the region on the sides of the Hadrian's Mountain Range. As the Scottish had the heaviest population there, a dominant culture formed with some Scottish traits. In this way, the region that surrounded the Hadrian's Mountain Range was called Caledonia, the ancient roman name for the barbaric Britain behind Hadrian's Wall.

Socially, Caledonia is structured in tartans, a social organization based on the family; all members of a tartan are united by being descended from a common ancestor, the tartan founder. Inside a same tartan there can be different families that, although they do not have the same surname, have blood, economic, or social ties.

Traditionally, Caledonians are considered by the rest of Ariadnians as somewhat rude and wild people, noisier than the US Ariadnians and almost as heavy drinkers as the Cossacks (Annual competitions prove this). The cold, mountainous and implacable environment where they live has made them a race apart, particularly resistant and tenacious. They are separatists, not because Matr's interference annoys them particularly but because they like to live isolated in the Hadrian's Mountain Range. But constant trade with Mariannebourg and being pampered by Matr because of Teseum has softened their rudeness, turning them little by little into a more open people.

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49

Ariadna

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50

Ariadna

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MEROVINGIA: FRENCH SETTLEMENT

"The French, the damned French... They love to complicate things, beating around the bush, twisting everything until, in the midst of confusion and boredom, they get their own way. They always do". Colonel Yevgueni Voronin, Cossack Diplomatic Corps, after the negotiations of the Commercial Traffic Treaty.

In the times before the Depression, a group of French families installed themselves in a natural communications node between Matr and the East and North frontiers. The settlement was called Mariannebourg to honour the feminine representation of the French Republic. Thanks to commerce and the travellers that passed through, the city grew and prospered. During the Depression, in spite of the fall in travellers and cargo circulation, Mariannebourg managed to survive the crisis. The success of the city attracted several people who were looking for an opportunity and a job. Mariannebourg attracted the descendants of pioneers, investigators and soldiers from France, the Benelux, and to a lesser extent, Austria, Italy and Germany. The main culture was French, which had a higher representation and who gave the city its name. For this reason its inhabitants are called Merovingian, even though they are also referred to as French.

Lacking any ostentatious source of raw materials, commerce became the main asset of the Merovingians. To assure total control over the main communication channels on Ariadna, Mariannebourg deployed a series of colonies to other points of economical interest. Before realizing it, the "offices" of the metropolis had acquired their own entity, developing a community feeling around which was born the FrancoAriadnian Republic of Merovingia.

Famous for being deft and sage merchants, and gifted with an economic talent, the Merovingian are the greatest travellers in all Ariadna (Besides the Cossack troops). Probably in order to avoid contradicting others, the Merovingian French are very jealous of their nationality. Apart from this, they are considered as restless, audacious, enterprising, and above all, very hospitable, as they are used to their region being a busy transit zone.

The Merovingian forces have assumed duties in surveying and securing the channels of communication in the interior of Ariadna. Nevertheless, the strategic position of Merovingia in the centre of the country turns the Merovingian troops into the mobile reserve and firemen par excellence, their central position making them more able to respond to danger or menace in surrounding Ariadnian regions.

АРИАДНА АРМИЯ (THE ARIADNIAN ARMY)

After all this time, the Ariadnians still face a partly unexplored hostile planet. They have sweated blood for every mile colonized. The Ariadnian army reflects perfectly the character of this people and the diverse regions where they live. The exploration, advance and infiltration units, indispensable to open new territories, constitute the greatest part of their army. The line infantry of Ariadna possesses a strong frontier spirit, essential to maintain the nation's security from the Antipode menace. The Ariadnians compensate for their technological inferiority compared to the rest of the Sphere with a great tenacity and the use of their planet's resources: Antipodes, Dog-Warriors and Teseum Veins, which equalizes the offensive-defensive abilities of the Ariadnian army with their most advanced adversaries.

АРИАДНА: ВОЙСКА (ARIADNA: TROOPS)

LINE KAZAKS



LINE KAZAKS:

Line Kazaks are light infantry troops that compose the first line of defence of isolated Ariadnian *stanitsas*. The Cossack infantry soldier is stout, demanding, a bit imprudent and shows a convinced fatalism, but their most defining trait is their physical training. Maybe they are not as well equipped as their equivalents in other armies, but they are perfectly trained, do their duty and know the region they protect.



ISC: Line Kazak

INFINITY

ActiveFile

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Line Kazaks do all the dirty work that is not assigned to the veteran elite or the volunteer Militiamen. Cossacks follow a rigorous training in the frontier units: "Professionalism and Deftness equal to Dignity". Line troops consider themselves the real elite and when things get ugly, they do more than their share. In these units the dominant ethnic group is the *kazaki* (Cossack) so they belong to the Russian Cossack tradition, even though this unit enrolls people from other Ariadnian minorities.

PARA-COMMANDOS



1er RÉGIMENT DE PARA-COMMANDOS:

"*Preux et audacieux*" (Proud and audacious) 1st Para-command Regiment motto.

The First Regiment of Para-Commandos is the Merovingian airborne infantry regiment that serves as an immediate response and interdiction unit. Para-Commandos are the first to arrive in combat, and usually deployed even before the battle starts. The role of the First of Para-Commandos is to do the nasty work of the light infantry: airborne incursions, rapid advances, ambushes and fast retreats to the recovery point. The First belongs to the corps of Lanciers Parachutistes. They are specialized in HALO jumps, high altitudes with low opening in order to avoid radar detection. The high casualty rate of their missions has provided the moniker *Jacques Demi-messe*, Jacques Half-Mass, for their short life expectancy. The Para-Commandos are guys who have a dangerous job and they love it. Blusterers? If they were not as good as they are, nobody would forgive them for being so vain...



ISC: Para-Commandos

TANKHUNTERS



TANKHUNTERS REGIMENT:

The Regiment of TankHunters is formed of units equipped with anti tank weapons and is specialized in the destruction of heavily armoured troops. The Ariadnian Army compensates for their lack of heavy equipment with a regiment specifically designed to take on heavily armoured troops. The regiment trains their men intensely, turning them into a highly efficient combat unit. The cost of instruction is high; desertions, discharges due to exhaustion, sick leaves and occasional suicides. The regiment's philosophy is that the only way to obtain a good TankHunter is to submit him to such hard instruction that he will feel proud to have survived it. Their modus operandi is based on good knowledge of the terrain to perform ambushes and lightning attacks, withdrawing and dispersing rapidly before the enemy can locate them. Owing to the character of their operations, the regimental motto is "*Wait, shoot, and run*". TankHunters also work in recovery missions, trying to damage enemy vehicles in such a way that they can be repaired and used by their companions.

MINUTEMEN



5th MINUTEMEN "OHIO":

"*Ready in a minute*" 5th Minutemen Reg. Motto.

Heavy infantry assault regiment from the USAriadnian colonies. The 5th regiment of Armoured Rangers received the designation of Minutemen as a patriotic reference to the War of Independence militias. It also reflects their similitude with the former ballistic missiles of the USA: big, strong, and of course, explosive. The Minutemen are the best organized and experienced combat regiment of the USAriadnian military force. They are a little elite shock force characterized by their great mobility and capacity for rapid regrouping. The structure of the 5th Minutemen harks back to the former Delta Teams, with specialists in different techniques and military skills. The Minutemen have played a crucial role not only in the Separatist Wars, but also in the previous conflicts, and later with the Antipodes and the Ariadnian Commercial Conflicts.

51

Ariadna

MOBLOTS



13ème MOBLOTS:

"En avant-garde toujours" 13ème Moblots Motto.

The Treizième de Moblots, the Merovingian Heavy Infantry, use their name to honour the memory of the French mobile soldiers of the Franco-Prussian war. The regiment takes on offensive middle and large-scale actions and participates in tactical front line combat operations. Searching for the best in operative flexibility, the combat units of the 13ème count in their ranks experts in diverse techniques and military specialities. The Moblots are chosen for their enthusiasm, liability, endurance, and rudeness, all of them soldiers promoted from other units by their commanding officers. They are famous for being excellent improvisers and knowing how to adapt to any situation. In general, everybody consider the Moblots as a goddamn nuisance and that is a great truth...until its breakfast time for *Rosalie*, the large French bayonet. When action comes, the Moblots are the first into the breach, before all the rest. Call it having a hard head.

VETERAN KAZAKS



VETERAN KAZAKS:

"No guts, no glory" Official motto of the Veteran Kazaks

The Veteran Kazaks Regiment is composed of troops baptized in fire and equipped with the best equipment the Ariadnians can obtain. The Cherkésska, the Kazakian heavy infantry gear, is technically inferior to that belonging to other troops from the Human Sphere. However, it meets the PanOceanian armour standards because of the use of Teseum in its manufacture. Ariadna possesses great veins of this ore but lacking highly advanced industry, has a very slow system to process it. Suffering as well from an outstanding lack of heavy infantry equipment, Ariadna can only admit to her Veterans Regiment those soldiers who have proved their bravery on the battlefield. Every bearer of the Cherkésska, the heavy Kazak combat uniform, is a hard-boiled non-commissioned officer. Commissioned or not, Veterans are the most popular characters in their patrols. Being a Veteran in Ariadna implies more than knowing a few war tales. It means you have taken part in so many operations that you will be cool in any kind of situation.



ISC: Veteran Kazak

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52

Ariadna

Not everybody dares to stick his head out in the midst of crossfire to fit the sights and locate the foe's fire or figure a way out. A Veteran Kazak will do it, hitting an enemy at the same time. And next, with a confident look, he will sketch in the dirt an emergency retreat plan that will keep you away from the fight with the least amount of risk, as he will be covering you. Do you understand now why they are so popular?

FOXTROT



7th FOXTROT RANGERS "NEWPORT":

"We fear no man" Regimental motto of the 7th Foxtrot Rangers.

American Regiment of skirmishers composed of experts in surveillance and "Death and Escape" operations. The Seventh Foxtrot Rangers is the main regiment of explorers in the US Ariadnians settlements. Their main weapons are stealth, surprise and ambush. The operative philosophy of the regiment consists of giving a hard underbelly blow to the enemy, and when he bends in pain, the line forces apply the coup de grace. The Foxtrot are also known as the "naughty kids" for their affection for explosive trap ambushes.

SCOUTS



ARIADNA SCOUTS:

According to Ariadnian military folklore, the Scouts are phantoms with human faces, stealthy night predators, those who waylay and kill in silence. They are elite long-distance recon units, trained in the Kazak Spetsnaz Shkola (Cossack Spetsnaz School). As elite observer/recon troops, they are specialists in survival, infiltration, reconnaissance, evasion and clandestine recovery of personnel and material. Their main task is to enter, and get out of, enemy territory without being detected. Scouts can move through the deep forest of Ariadna as silently as a breeze. Their primary job is to control the movement of the tribes of the alien Antipodes and observe the beachheads of enemy invasions. But when HQ needs a dirty job done, they perform reconnaissance, acquisition and destruction covert operations, with the aim of causing maximum damage to the enemy behind his own lines. Scouts use the trusty Ojónnik, a powerful big game rifle of large caliber, reminiscent of their ancient job as forest guards. Ojónniks are handmade to fit their owner, and are a status symbol in Ariadnian society.



ISC: Minutemen

S.A.S.



1st HIGHLANDERS S.A.S.:

Scottish regiment of advance explorers composed by experts in "Inursion, Contact, and Exit" operations. The Highlanders S.A.S. (Special Ariadnian Service) are the Caledonian advance reconnaissance. They keep the old unit's motto: Who dares, wins, and honour it. The S.A.S. love the night and are specialized in night operations and worship ambushes. Their style consists of hiding until the last moment, then jumping over the enemy to cut his throat silently or simply eliminate him with superior firepower.

>> 004

53

Ariadna

ASSAULT PACK



ANTIPODES ASSAULT PACKS:

The Assault Packs are composed by Antipodes groups, Ariadnian native inhabitants biochemically altered to be directed by a Controller. In this peculiar race, three different Antipodes are necessary to compose an intelligent individual, to whom they provide diverse characteristics and skills. The Ariadnians have discovered that if they biochemically control one of these beings and put him with two other savage beings, they obtain an individual that can be controlled by an expert. These controlled Antipodes are the basis of the fierce Ariadnian Assault Packs. The history of the Antipodes of the "River Tribe" in their confrontation with humans is long and bloody. The troops of Ariadna have long since learned to their cost to respect the Antipode's combat potential. In the Ariadnian army, the Packs accomplish a dual mission. They are used as a spear point to open breaches in the enemy lines and locate enemies or other hidden menaces. Thanks to a highly developed sense of smell, an Antipode is perfectly capable of detecting any target within a radius of several metres even though it is well concealed and for this reason the Antipodes are employed in security and exploration tasks. In addition, keeping an ancient warrior tradition, the Controllers sheathe the claws of their Antipodes in Teseum, which added to their speed and strength, turns them into fearful close combat fighters as many unsuspecting and unwary enemy soldiers have discovered.



ISC: Scouts

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54

Ariadna

45th HIGHLANDERS



45th HIGHLANDERS RIFLES "GALWEGIAN":

"Scots, who have bled for Wallace! Scots led by the Bruce! Charge for the bloody bed and for victory!"
 Captain Craig Munro. Loch Kirkshaig Battle, Ariadnian Commercial Conflicts.

Units of crazed Scots specializing in close combat. The "Galwegian" are strong men, extraordinarily big, with broad shoulders and rough movements. The various platoons of the 45th are made up of soldiers from the same clan or family, and they prefer to follow orders from an officer who wears the same tartan. Extremely proud and jealous of their honour, they are all ready to kill each other for the most minimal insult. They are famous for their extravagantly large cutting weapons and their amazing resistance to hunger, cold and fatigue. Too dirty to belong to the Third of Rifles and too impatient to be S.A.S, the 45th guys prefer to charge directly against the enemy and destroy them with their own hands.

IRMANDINHOS



IRMANDINHOS:

[ACCESS-CENSORED_SECURITY LEVEL: DOUBLE ALPHA]

DOG-WARRIORS



DOG-WARRIORS:

The Dog-Warriors are a bastard hybrid between a wild Ariadnian (A 45th or an Irmandinho), an Antipode and a T.A.G. During the first incursions of the River Tribes, some Antipodes bit pregnant women who survived the attack. When their babies were born, they were a crossbreed between a human and an Antipode. It seems that Antipode spittle contains a retrovirus charged with genetic information, able to infect a foetus inside the uterus and provoke changes that make them remarkably similar to the aggressor who bit their mother. This "cuckoo-virus" appears to be a natural selection mechanism that helps propagate the genetic stock of the stronger or most aggressive tribes or ethnic groups. When a Dogface gets angry, his body suffers a violent transformation, his endocrine system rockets and his muscular mass increases, turning into a Dog-Warrior. Dog-Warriors have marked Antipodes features but they are more corpulent and humanoid. They are perfectly able to communicate in human languages, even though it is not easy to understand them. In spite of their claws, their tactile ability is greater than that of an ordinary Antipode. Dog-Warriors are fast, strong and resistant but they are not very clever. Their wild and aggressive look has turned them into the pariahs of Ariadnian society who nevertheless adore them in the Dog-Bowl matches. For the Ariadnian Army, which integrates them into irregular regiments, the Dog-Warriors are overwhelming assault troops. Their alien metabolism seems to be invulnerable, ignoring the effect of weapons, allowing them to run at full speed towards the enemy in spite of being shot several times. The Dog-Warriors are not expert sharpshooters, a flaw they compensate for by using Chain Rifles, which seem toys in their enormous claws. They compensate for this with an awesomely destructive close combat capacity.

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ISC: Assault Pack

55

Ariadna

UXIA McNEILL



CORPORAL UXIA McNEILL, 1st. HIGHLANDER S.A.S. REGIMENT:

"Man, they had me in their sights before... and I survived"
 Uxia McNeill to the Recruiting Sergeant as she picked up his shirt.

Uxia McNeill is a 5'8" wild beast. Rude, temperamental, violent and foul-mouthed, she's an authentic bad apple. Since she was able to think for herself, she has never gone with the flow, a rebel with a cause, the cause being breaking the law. Expelled from two normal schools and a reform school, she chose the wild side of life. She was the boss of the gang "Scots Razors" and a member of an Irmandinho web of contrabandists. She was fired from every normal job she has had and those she supposedly took to keep a low profile. Still, she has now survived four years in the Caledonian army. Her recruiter was surprised when he discovered that such a noisy character had aptitude for stealth and cover. After an unusually long boot camp period (For being sent repeatedly to prison), she was transferred directly to the Highlander S.A.S Regiment. There Uxia realized that her real vocation, besides shooting people, was avoiding authority. In the Special Ariadna Service she can put into practice the daring tactics learned with the Irmandinhos smugglers. She learned how to avoid the border patrols while smuggling illegal cargos, and now she knows how to stay undetected by security networks. Nevertheless, Uxia, owing to her boundless urge to fight and raise hell, is not the most appropriate person for performing out stakeouts. Once the enemy is in the firing line she goes wild, shouting out insults and making "Ramona", her dear reliable shotgun, spit bullets non-stop.

VAN ZANT



VAN ZANT, CAPTAIN OF 6th AIRBORNE RANGERS "OKLAHOMA":

"I lead, you follow"
 Van Zant to Captain Pendleton of the 2nd Airborne Rangers during the briefing of the "Death from the Clouds" Operation, Ariadnian Commercial Conflicts.

Roger Van Zant is a corpulent man with a bull neck, bushy goatee and shaved head, very fond of beer and doughnuts. He is a hardened officer, one of those who ascended from the lower ranks due to his outstanding services. As a person, Van Zant is authoritarian, twisted and secretive with his pals, insultingly frank, irascible, and proud to excess. His character awakes mixed feelings. He possesses an attractive personality when he wishes to but he is not very popular among fellow Ariadnian officers; he has had several clashes with almost all of them. His troopers revere Van Zant in his good moments as much as they fear him when he gets pissed off. He is an intrepid and natural born leader. In spite of taking the most risky and decisive operations, he never lacks volunteers to participate. He is an action man from the Ariadna frontier, and as a soldier, he cannot be judged by his personality but by his combat record. Van Zant has been wounded on several occasions and has stuck all the bullets and shrapnel in his axe's handle. He is the classic Ariadnian officer that remains static in the midst of a crossfire, giving orders as he lights up a cigar. A show off? No, he simply knows that it is there where he can control the situation best.

KAZAK DOCTOR



KAZAK DÓKTOR:

Cossack Doctors, veterans from the Ariadnian army.

004



56

Ariadna



>> 004



57



Ariadna



ISC: 45th Highlanders

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MAYA: On-Line... FirewallOf

Haqqislam

Haqqislam

58

ActiveFLE



open»...NotViruses!

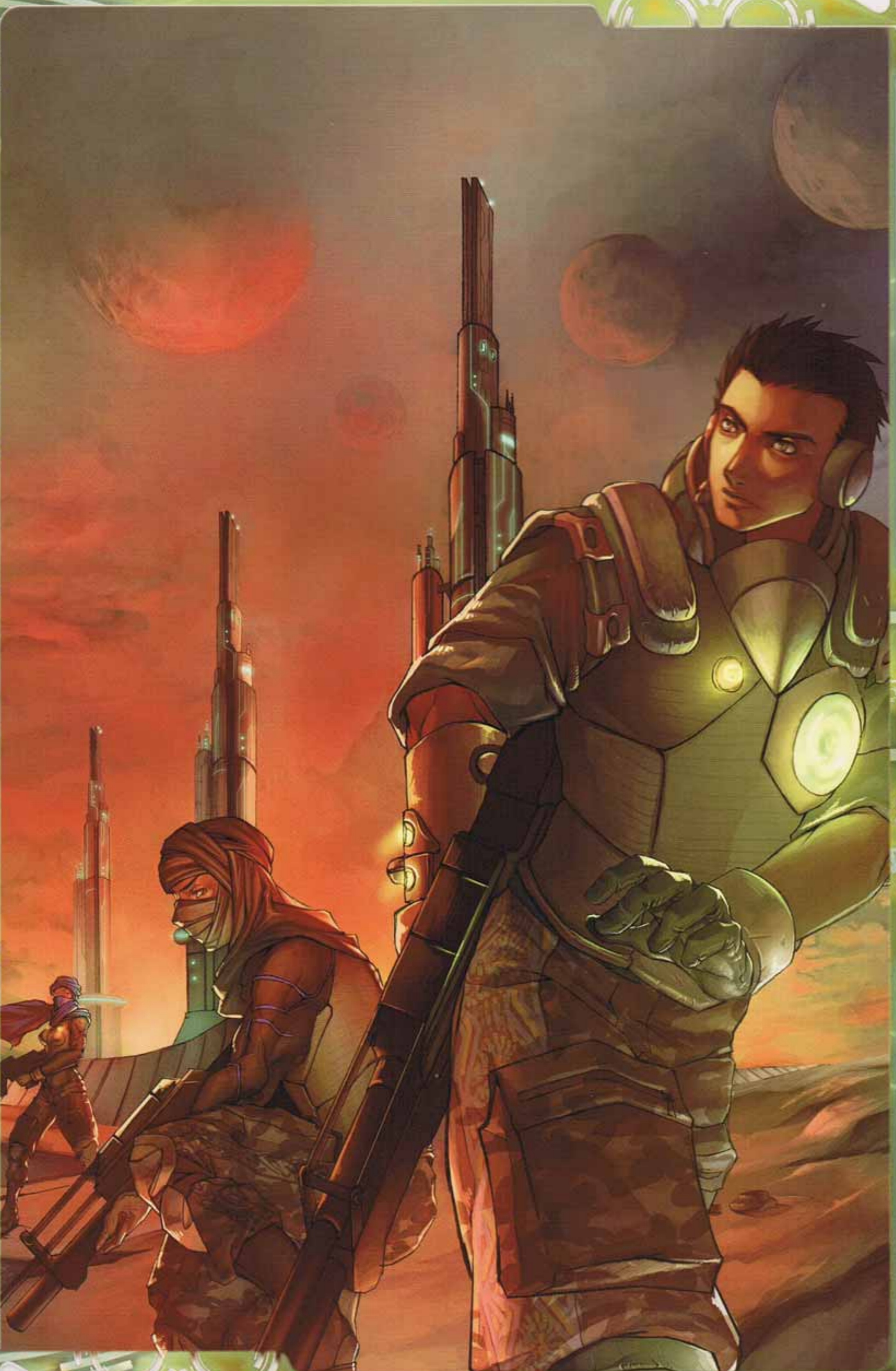
On-Line



>> 005

59

Haqqislam



HAQQISLAM: From the Arabic Haqq Islam (New Islam), the religious doctrine resulting from a combination of Islamism and NeoMuslim culture; a group of dogmas and precepts of the Koran encompassing all aspects of the daily life of its followers. Founded by Farhad Khadivar at the end of the 21st century, the Haqqislamite movement proposes a philosophical and theological revision of classical Islam, updating and adapting it to contemporary times. Haqqislam proclaims Humanism and a quest for Knowledge as its basis, with metaphysical influences from Sufi thinkers as the nucleus of its doctrine. It also decries religious hierarchies and the Sunna, or tradition, as unnecessary dogma. [...] This doctrine has deep socio-political preoccupations and has successfully established a culture that recovers the scientific-artistic heritage of Islam's golden eras. [...]

Extract from the Conciliar Universal Dictionary, simplified edition, Manaheim, Concilium Prima

THE FOUNDER

The creator of Haqqislam, the New Islam, the most relevant Muslim doctrine in the Sphere, was an apparently insignificant and bland man that in ten years succeeded in establishing the basis for the awakening of Islam as a relevant power.

Farhad Khadivar was his name. A lot is known about his ideas but, ironically, the man is a mystery. Khadivar presented himself as a messenger, not as a prophet. He did not want to be seen as a cult leader and he expressed it clearly on several occasions. His unexpected death, at forty-two years old, in a violent terrorist attack ordered by the imam Khalaf ibn Ahmad, would turn him into a martyr of the Haqqislamite cause.

The Haqqislamite official story does not concentrate much on his figure as a human being. Quoting Khadivar's own words "*The important thing is the message and not the messenger*". However the interviews and recordings of his *majalis al-hikma* (Wisdom sessions), discourses and cultural gatherings, reveal a special personality. Khadivar offered hope to the Muslims. And it is not easy to sell hope to a people so heterogeneous and fatalistic. In order to do this, a strong presence was required, a message was necessary, but above all, something special that made the messenger credible.

The nucleus of the Haqqislamite doctrine is the Book, the *Quran* or Koran. Khadivar wanted to liberate the Muslim people from the tyranny of religious leaders, as he felt they were gripped by ignorance. He wanted the pride in being a Muslim to have a rational basis before a fanatical one. He wanted the Islamic people to reach the prosperity level of Westerners without giving up their religion. For this reason, he clung to the Koran and threw away the *hadiths*, *sunnahs*, *ijmas*... all the traditional sentences, the precepts of Islamic law. He also discarded the divine illumination principle that gave authority to the imams. Moreover, he established the Koran and Knowledge as the only basis of the New Islam.

Khadivar wanted to give back Islam its former splendour as a civilization prominent in the Arts and Knowledge. The splendour of the great caliphs and the paradisiacal gardens of Al Andalus were his inspiration. He dreamed of a rich and prosperous Islam which would be the envy of the entire Sphere. He wanted to take the greatest ideals of the Koran and turn them into the pillars of a modern but spiritually rich community, far from the economic and theological poverty which wracked the Muslim world in his time. For him, traditional Islam with its volumes of *hadiths*, narrations falsely attributed to Mohammed and an intolerant and medieval jurisprudence, was incompatible with the values of the universal human rights that define the Koran. Without democratic and humanistic reform as proposed by Haqqislam, the

traditional Islamic world would always leave an open door in the name of religion to the abuses of tyrants and corrupt clergymen.

As he stated: "*Oppressive rules create toxic societies that only generate and produce hatred, fear, and ignorance, the three greatest enemies of Faith. The Muslim must abandon the reactionary teachings of clergymen and let themselves be guided by their only sacred book, the Koran*". (Extract from the *The Spring of Intellect*, Farhad Khadivar).

Khadivar's main interest was to give the Haqqislamite movement a voice and a theoretical doctrine that was easily defensible. He knew his ideas would have to face severe initial opposition and he wanted his ideology to be easily assimilated by the less educated Muslims: "*In theological questions, the rich knows as much as the poor, if you can see that both understand you, you will have travelled the first half of the road*". For this reason, the most important books by Khadivar, *The Soul Quietude*, *The Spring of Intellect* and his *majalis al-hikma*, are all easily accessible to the general public. Khadivar was a natural communicator and above all a good salesman, and took care that everybody could understand the origin of his knowledge, the Universe he analyzed, the Paradise he awaited, and the God he venerated.

Extract from Khadivar: the Crucible of New Islam, by Abu Al-Asani, Ahl Fawara web-publisher, Maya.



ISC: Murabids Tuareg

THE BIRTH OF NEW ISLAM

The ascent of the Haqqislamite movement took place in a moment of great historical importance for the Islamic religion. Many currents in Muslim philosophy and theology, the re-awakening of Sufism, and certain violent episodes of sectarian rivalry all converged during the second half of the 21st Century. It was a time of great achievements and cultural advance for Islam and in particular, for the new Haqqislamite doctrine.

Instead of trying to avoid great debates, the Haqqislamites threw themselves into theological discussions and turned into a fiery adversary of imams and the most reactionary scholars of traditional Islam. They had no option if they wanted to win the hearts and minds of the majority of Muslims.

Inside the Ahl Haqqislam movement sprouted two complementary currents that enriched the official Haqqislamite doctrine. The HaqqMuztazilites defended a rationalist conception of the Muslim doctrine, while those called the Philosophers, of Sufi influence, opted for a more metaphysical method, but completely far from the divine illumination of the Imams.

The intellectual and material dimension of the Haqqislamite program was as serious as the theological and required a good team of thinkers, economists, writers and publicists. Their great triumph was achieving in a brief space of time the conversion of a great number of Muslims from varied social spectra to the Haqqislamite truth.

Khadivar had a great ability to make himself understood by the rich and powerful, earning their support and funding from the outset. The great Muslim magnates wanted to recover a geopolitical relevance lost since the important Energy Crises of the middle of the 21st century and Khadivar presented the Haqqislamite revolution as a good bet for a prosperous future, free from competition with a fanatical and intransigent religious power.

One of the great heralds of Khadivar's vision was Hamid al-Din Al-Hamdani, who headed a fierce media campaign that would establish his control over the media in the Muslim world. Al-Hamdani was the most successful advertising executive in the West and as a Haqqislamite pupil, he succeeded in flashing the message of Khadivar everywhere and anytime. He conquered the mass media of his time: television, radio, cinema, press, the global data network... He knew how to move in the halls of power and earned more followers in the ranks of politicians and tycoons. With his campaigns, he seduced and instructed millions of new followers and undermined, mocked, and ruined any religious opponent who raised their voice too much. Al-Hamdani was compared to gunpowder over the fire of Khadivar's ideas. [...]

In a brief period of time, and with the rhythm of an ascending crescent, the peak of Haqqislam was unstoppable. Five years before Al-Hadani, the Haqqislamites were an unknown movement in the west. At the end of his life, they were emerging as an economic-religious power. Publicity was the silk glove for the words with which Haqqislam grabbed the Muslim people.

"Deconstructing Haqqislam", essay by Dr. Yves Pierrepont for the cultural channel of Universalia, Maya.

FOLLOWING THE PROPHET'S FOOTPRINTS

In spite of counting the support of powerful people and corporate barons, the Haqqislamite movement could not avoid being attacked continuously by traditional Islam. Haqqislamite followers were persecuted in Muslim countries where the only important law was religious. Even in democratic and politically stable Muslim countries, governments contemplated the Haqqislamite movement with distrust, considering it too powerful.

Given the increasing political and religious instability, several voices raised inside Haqqislam pleading for the creation of their own country. They started dreaming of a nation where they could establish a society based on Haqqislamite principles which was a model of prosperity and tolerance, proving to the rest of Humanity the values of a humanist Islam.

The physical location of this country could not be on Earth, as there was no nation ready to give up part of its territory in order for them to start an independent country. They needed a new place, a place they could call their own. They started searching the orbital colonies and the domes of the Moon and Mars, but the cost was too high for what they envisioned. The number of followers that could be relocated would be too low to fulfill the Haqqislamite dream. The ideal option was locating a Wormhole that led to a system containing a habitable planet, as PanOceania and Yu Jing had previously done. The problem was to discover which point of the vast immensity of space would contain this portal.

The Sufi astronomers would find the solution. The Al Alqsa Mosque in Jerusalem, also called the Omar Mosque, was built around a rock from which, according to the Islamic tradition, Mohammed had risen to heaven and left his footprints in that very same rock. The solution given by the Sufi astronomers was to follow Mohammed's footprints. They recreated the position of the stars in the sky over Jerusalem the night he ascended and determined the quadrant of space that was over the Mosque. Comparing the astronomic charts of those times with those of the present, they determined the location of that quadrant. According to the Sufi, in that region of space would be where Haqqislam would find the key to the stars.

In order to carry out the exploration of the quadrant, Haqqislam enrolled NASA, which was in need of funds after the successive economic crises that had battered the USA. NASA had the necessary equipment, archaic but functional, and had properly qualified personnel. Haqqislam contributed the required funds and a good number of scientific personnel. Donations from patrons and Haqqislamite followers all around the world financed the project.



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61

Haqqislam

After a series of failed trials, and just when they were starting to doubt the feasibility of the operation, they located a stable wormhole that connected with a promising system. The probe Nailah discovered a system composed of a suitable Sol type star and four planetary bodies, one of which, even though a bit too close to the star, was capable of colonization.

The discovery of the system that would be called Bourak (As the Prophet's horse), would be interpreted as proof of the legitimacy of the Haqqislamite movement. Haqqislamite success was not the result of good fortune or a deft promotion campaign, but it was Allah, through Mohammed's footprints, who had shown them their destiny. From that moment onwards, the movement was unstoppable. O-12 acknowledged the new nation and its territory, and in Muslim countries not controlled by religious authorities the number of followers would not stop increasing, all wanting a ticket to Bourak.

Nevertheless, the chosen planet, the third in order from the star, was not the promised paradise. Its orbit was too close to its sun, called Fareedat (Precious gem). The average temperature was high and the most part of the surface was between the tropical and equatorial zones of the planet, making it not particularly hospitable. In principle, life on Bourak would not be easy, but Allah likes tenacious people.

Living on Bourak was not very different from living in most of the countries where the Haqqislamites were coming from. According to the words of a pioneer: *Allah is wise, how could the desert people live in a tundra planet?* Agronomic technicians and environmental engineers were the specialists most needed to make colonization feasible.

The Haqqislamite movement had already taken care to ask their youngest followers to prepare and study for that eventuality. By the time Bourak was discovered, Haqqislam already had at their disposal a wide range of expert professionals that would face the challenge of adapting the planet to human necessities. This group would end up becoming the source of the prestigious Bourak Planetology Academy.

The planetary climatology was particularly inhospitable in certain equatorial regions. However, the tropical areas were perfectly suited for colonization even though the climate was somewhat uncomfortable. The task of the Planetology group was to turn Bourak into the promised Paradise. In order to do so, they opted for evolutionary techniques instead of aggressive ones and erected Terraformation Towers (T2) working 24/7 all over the planet. With this system, the climate change and the biosphere transformations were performed gradually, in a slow process which was also better for the planet. The objective of the Planetology Academy was, and is, to transform Bourak into a place akin to the cosy gardens of former Al-Andalus or the lost Nineveh and Babylon.

To facilitate colonization they established a continuous communications net with Earth through purchase of the semi-abandoned North America space installations. The USA, owing to a severe economic crisis, had finally retired from the space race. Because of this, a good part of the NASA personnel and that of the orbital installations remained at the service of Haqqislam and even converted to the faith.

While planetologists did their work, Bourak was colonized region by region. Haqqislamite followers arrived from everywhere around the Solar System. The colonization was organized in the same way as Yu Jing, through regional deployments, endeavouring to give each zone its particular cultural identity. The most arid zones were the home of planetologists and those who preferred a wandering life.

"Religion and Science, Pillars of the New Islam" by Ibrahim Borkowsky, University of Manaheim web-publisher, Concilium Prima.



ISC: Kum Motorized Troops

THE NATION OF MERCHANTS

Key words: *Commerce, Caravansaries, Corsairs*

Not only is commerce a part of the economic structure of Haqqislam but it is an essential element of Haqqislamite culture. Cliché defines Haqqislamites as traders, sellers and bargainers. Cliché also assumes that they are crafty and always try to make the maximum profit from any commercial transaction, because for Allah it is not a sin to rip off infidels.

The reality is that, in general, Haqqislamites are deft traders and negotiators because their market rules oblige them to bargain constantly. The process of buying and selling requires this almost ritual process of negotiation for the final price of any product. There, the initial price is always high and must not ever be paid because the joy of the merchant is the bargaining. The buyer must always bargain until the merchant offers a lower price, crying because his family will be on the street for such a bad decision. That is the moment of purchase, even though it is possible that too high a price will be paid, one that no Haqqislamite would ever pay.

For the Haqqislamite merchant it is always fair that foreigners pay three times the value of any product. Nevertheless, they admire those that dominate the art of bargaining and with those they will always perform honest transactions and will invite them to be their eternal friends.

The Silk monopoly is the greatest resource of Haqqislamite commerce but not the only one. The exportation of Silk and its derivatives, as well as any kind of medical treatments, Chisisi arks and luxury woods (Between other luxury and non-luxury products...) has generated an intense commercial boom that the Haqqislamite merchants have not wasted. The commercial network of the New Islam is spread all over the Human Sphere in a fertile mercantile wave. The main basis of the Haqqislamite commercial net is the caravansary system that functions as a series of free ports for their mercantile transactions and operations.

As with their homonyms in ancient times, the caravansaries are stations, roadhouses and outposts for tired travellers that follow commercial routes. Current caravansaries lie on the crossroads of the main space commerce routes. Normally, they are in proximity to the Vila Booster stops and in zones of Circular transit or on the route of intersystem passage, both freight and merchant. Usually promoted and managed by Haqqislamite merchant societies, with the support of the Bourak government, caravansaries always host an office of the Diwān of Commerce as a legitimate representative of the Haqqislamite state.

Structurally, caravansaries are orbital stations or asteroidal colonies constructed by Nomad subcontractors perforating a rock fragment big enough and filling it with different habitability and service modules. Once work has started, the asteroid is propelled until placed artificially in the proximity of a commercial node. An ice shell, a cheap medium to protect it from eventual impacts and cosmic radiation, usually covers the exterior of caravansaries. Protruding from the ice shell are the sharp needles of communication systems and sensors, as well as docking and maintenance modules.

There are always a great number of ships coming in and out of any caravansary. Commercial traffic is irresistibly attracted to these locations that symbolize an oasis in the desert of the void, a sanctuary and haven for business. Caravansaries have been created as neutral places to celebrate commercial meetings, where one can enjoy an acceptable level of luxury. They are also seen as places to await the arrival of the next Circular without having to refuse any comfort.

In the main habitability module, called the Winter Room, the main part of the leisure services and businesses of the caravansary are located, as are the Nomad commercial Delegations. This module always has a well provided Bazaar, where one can purchase goods and services before leaving. The Winter Rooms of the most prosperous caravansaries possess authentic Haqqislamite Gardens (Which can be public or private) in order to treat guests as if they were royalty. If you have enough money, caravansaries are places where the stay can be very pleasurable.

>> 0005



63

Haqqislam



The Winter Room is a no man's land, a neutral zone where any kind of commercial operation is possible. There treaties are signed and industrial agreements sealed, aggressive business acquisitions and friendly mergers executed, purchases are made and secrets are sold. Industrial or commercial intrigues and espionage are the most frequent topics of conversation in caravansaries, as the interchange of information is but another form of commerce.

Caravansaries also function as base ports for the ships of several commercial Haqqislamite companies. In order for a ship to travel through the Human Sphere, it requires a flag, a licence provided by a sovereign nation. The offices of the Diwân of Commerce, as representatives of the Haqqislamite government, facilitate this service for legitimate caravansaries in exchange for the payment of certain tariffs. Licences used by the caravansaries are still known in naval jargon as "convenience flags".

Part of the success of the Haqqislamite orbital stations is due to the fact that commercial agents like places where products are not scarce, police control is light or non-existent and where they can engage in commerce and bargains without the inconvenience of complex proceedings or gross bureaucracies.

Caravansary authorities are generally very reasonable regarding the needs of autonomous merchants and the Free-traders Brotherhood. They are not excessively demanding as to inspections, reports, routes, searches and bureaucratic paperwork if these omissions are compensated by a fine payment. These fines are an important part of the funding structure of the caravansaries and to many merchants it is much more convenient to pay a fine than submit to a stricter regulation.

As convenience ports, caravansaries are also a refuge for smugglers, especially those related to the black market of Silk, and for corsair commercial ships. Corsair ships are modified and armed merchant craft crewed by veterans and ex-soldiers that, in times of war, are used to attack enemy ships.

Their missions, authorized by the Bourak government, are as official war craft of the Haqqislamite Navy, and they are charged with hampering and damaging the commercial activities of the enemy, capturing their transports and merchants. Nevertheless, the main interest of corsairs is in profit and they prosper by capturing merchant ships, while typical warships concentrate on military targets.

Usually, the proprietors of the corsair ships are merchants that have their interests affected by some war or conflict. The Diwân al Jund, the War Office, affords them an authorisation to become corsairs and take revenge on the enemy. Thanks to that document, the corsair ships are authorized to capture craft, be they merchants or war ships, belonging to whatever nation is declared as an enemy of Haqqislam. Later, if the *Diwân al Jund* approves it, the corsair will keep the ship and the cargo. Many fortunes among the great barons of Haqqislamite Commerce were built up on war fronts instead of mercantile boardrooms.

For evident reasons, corsairs are not very popular in the military and commercial circles of the rest of the nations in the Sphere. The punishment for corsair activity is usually heavy: operations are sometimes undertaken to cleanse whole quadrants and, on some occasions, summary executions of captured corsair officers are performed.

The corsair patents of the Haqqislamite government are only valid in times of declared war. When these conflicts conclude, the corsair ships must be demilitarized or be accused of piracy. As an alternative, many ships sign support and transport contracts with mercenary companies, a less lucrative activity but just as risky. No matter what, corsair captains know that peace is temporary and that they will not have to wait too long until the next confrontation, the next chance for fortune and booty.

Extracted from Chapter VII of "An approximation to the Sphere Commerce and its particularities" Monique Clouet, collaborator of the contemporary analysis and opinion channel Oraki, Maya.



ISC: Ghulam

TEBB AL-NABI, THE PROPHET'S MEDICINE

According to the Islamic tradition, Mohammed referred in several occasions to Medicine as the "Salvation of the body, while Theology was the salvation of the soul". For this reason, from the VII century AD, Medicine was considered by Muslim society as important as theology, which is the pillar of Faith. In Islamic societies, doctors were the object of the same respect and prestige as Law doctors, priests, judges and generals, enjoying a remarkable reputation.

Medicine was one of the main icons that Khadivar tried to recover from the former splendour of Islamic culture. At his request, several Haqqislamite potentates created grants for technomedical investigation, which would create the basis for a new epoch of Islamic scientific and cultural richness.

At the beginning of Bourak's colonization, a number of bimaristanes, or hospitals, were rapidly installed to tend to the needs of pioneers. At the same time, they investigated new techniques, methods and pharmacological patents that helped fund the expensive colonization of a planet that lacked the support of a state. In these heroic times, the work of Haqqislamite doctors was crucial; some outstanding figures, such as Qasim Asmi or Khalaf al-Atebbā, achieved the utmost prestige in scientific circles with their discoveries about the cultivation and preservation of organic tissue. Still, the most well-known name is that of Qayyim Zaman, the first to synthesize Silk, a product that would revolutionise the Sphere's society and give Haqqislam definitive status as a great power.

The lucrative patents obtained allowed, among other things, the financing of the Medina Investigation and Formation University Centre, equipped with the most advanced installations for medical research and development that can be found in human territories.

Haqqislam is the leading power in Medicine, Bioinvestigation and Pharmacy. Every year, hundreds of patents are registered in Bourak that make important advances in medical science. Three out of five of the most important pharmaceutical corporations in the Sphere are Haqqislamite. The other two companies have Haqqislamite personnel or trained their R&D staff on Bourak. The main centres of research and analysis, as well as the bimaristanes faculties of greatest prestige, are in the region of Al-Medinat. There, students from all corners of human space go to start careers that will place them in the history books or in the most competitive companies. The city of Medina is the Medicine capital of the Human Sphere.

The main difference established between Teb al-Nabni, the Prophet's Medicine, which is the term that Haqqislam uses, and "normal" Medicine is a question of concept. Medicine is practiced in Haqqislam not only as a science but also as an art, for there are certain principles that cannot be explained through logical arguments but through mystical and philosophical ones. Haqqislamite leadership in medical-sanitary R&D obeys this difference in concept. In Haqqislam, Medicine and Philosophy are studied together, with the Arabic term *Hakim* meaning both doctor and philosopher. Such a global concept of Medicine allows formulation of new interpretations for problems of an apparently insoluble nature, to be later resolved into fact by technical specialists.

Haqqislamite doctors and investigators are pioneers in the development of genetic therapies and advanced systems of healing and diagnosis. For instance, the main advances in organ tissue regeneration were performed in the laboratories of Medina's bimaristan faculty. The prestige of the biological Haqqislamite materials has been acknowledged as a mark of quality by the Lhost international market, which deals with biosynthetic bodies prepared to receive Resurrections. The Bourak government knows that Medicine and research are the great assets that allow it to play in the highest spheres of international politics, so it gives all its support to those companies and local institutions involved in promoting research. The Haqqislamite army, for its part, finances the investigation of not noxious treatments to improve and increase performance, overseeing a top secret super-soldier program.

However, Haqqislam is not only famous for its advances in the arena of so-called High Science. Aesthetic and commercial solutions have also had their origin in the advanced Bourak labs. Some have been the product of necessity, for instance the artificial increase of average life expectancy in humans (Given the scarce use of Cubes in their society), or the melanin alteration so that white race pioneers (Such as many of the refugees from the abandoned bases of American NASA) can endure the rigours of Fareedat, the inclement sun of the Bourak system. Other innovations have been more related to money and vanity, as with the Hanbal treatments to retard aging, preventing the oxidation of tissues and prolonging youth and vigour in those who can afford it.

Health tourism is one of the greatest income sources of Haqqislam. Every year, millions of persons visit Bourak to spend seasons of relaxation and aesthetic-medical therapy. Haqqislamites have learned to adapt to tourist necessities and their offers are varied and adaptable to all kinds of economies. The quality of their treatments and installations, looked after by Master Gardeners, have allowed Bourak to be a synonym for beauty and health, terms associated with success and prestige in the human Sphere.

An article by Gavin Johnston for the analysis section of Influx Maya Channel.



BOURAK A GO-GO

<Intro> Welcome on board of Go-go_Rocket! Today we will take you to the country of spices and Silk! Come with us to Bourak!

<Adjoint: Program theme. Tech_Version>

I am Go-Go Marlene and you are enjoying (besides my legs :) Go-Go Marlene's show!

<Adjoint: Program theme. Reprise. Crescendo>

<Take 0004. Presentation v.2> The first thing you must know: Haqqislam is a confessional parliamentary democracy. This means that its Constitution and society respond to values of a specific religion, the New Islam. The flash news of today will concentrate on the social aspects that will be more attractive to any tourist visiting Bourak. Follow Go-Go Marlene, discover, enjoy and boast about it to your friends later!

<Adjoint: Image Montage Preview. Fast Forward>

<Adjoint: Program theme. Tech_version>

<Take 008. Bourak v.1> First and foremost, Bourak is a modern planet. If you imagine the Haqqislamites are constricted by their religion, you are completely wrong. It is not infrequent to see women carrying the hiyab, the traditional scarf covering their head, although it seems more a personal choice than any kind of social imposition. Haqqislam has recognized that the Koran says nothing about the veiling of women and not even Mohammed's wife covered her face with a veil. Nevertheless, on a planet with such severe climatic conditions, it is advisable to cover one's head, especially at certain hours of the day. Secondly, Haqqislamite women have discovered the gentle art of flirtation and seduction with the hiyab and the different ways of carrying it or playing with it. Moreover, some of the veils are charming. I personally could not resist the temptation of buying a hiyab to protect my beautiful head from the sunrays...

<Adjoint: Go-Go images in front of the Great Medina Mosque, posing with a Hiyab>

<Adjoint: Program Theme. Tech_version>



ISC: Kum Motorized Troops.
Halil Front, Paradiso.

<Take 0011. Bourak v.2> Haqqislamites have a spiritual leader, similar to our Pope, called Wali, which means "saint". The Wali is a scholar of Faith and a searcher of Knowledge that has achieved great prestige by studying the depths Truth and Spirituality. The idea is that the Wali is a spiritual guide and a moral example to all Haqqislamites, but never a political leader. Haqqislamite faith does not need charismatic leaders, only people who search for Knowledge and are able to transmit it to the rest of the faithful. The truth is that your beloved Go-Go would like to receive some of that knowledge... to get a salary rise!

<Adjoint: Images of Go-Go with a group of Theology students >

<Adjoint: Programe Theme. Soft_version>

<Take 0013. Religion v.5> In spite of the fact that the official religion is Haqqislam, the people of Bourak are tolerant of other religions, especially those of the Book: Hebrew and Christian. There is freedom of worship and there are groups of religious minorities in certain neighbourhoods, such as the famous Jewish Neighbourhood in Dar el Funduq, the most populous on the planet. Infidels have a special tax status. The Dīwan al Karāj, the Treasury Department, allows them to be exempt from certain taxes, such as those funding the Haqqislamite faith, even though they must pay the jaziya, a compensatory tax dedicated to social welfare. Some representatives of religious minorities have protested against the amount of the taxes, though I do not know about you boys but for me taxes are always too high!

<Adjoint: Go-Go images at Dar el Funduq synagogue and visiting the Christian neighbourhood of Medina>

<Adjoint: Programe theme. Tech_vesion>

<Take 0018. Women in Bourak v.2> One of the things I like best about this planet is women's role in society. Haqqislamite doctrine, perhaps as a reaction against so many years of male dominion, has glorified women. Following certain Koran suras, women are dignified as Mohammed's chalice, respecting them not only as an equal to men but in certain areas and issues they are considered superior. The inner circle of Hachib assessors, the Haqqislam presidency, is entirely composed of women who receive the honorific treatment of Tariqas for their wide knowledge and profound wisdom. Go-Go says Girls rule!

<Adjoint: images of Go-Go before the chromosome XX monument at Medina's University>

<Adjoint: Programe Theme. Tech_version>

Go-Go Marlene. Downloaded extracts from 248 emission of "Go-Go Marlene's Show" an interactive fashion and tendencies programme from the PanOceanian channel Oxyd, only in Maya.

THE SWORD OF ALLAH

Haqqislam's army possesses the largest number of troops in all the Human Sphere. In such an inhospitable climate as that of Bourak, a military philosophy of concentrating on light troops has prevailed, given their greater capacity of movement and deployment. This massive approach prevents the whole Haqqislamite army possessing equipment and weaponry as sophisticated as that of richer nations. Nevertheless, this lack is made up for with a large, well trained and disciplined army. Light units are a real wave of aggression, Allah's Sword, receiving support from smaller select and better-equipped troops.



ISC: Hassassin Fiday
Executive meetings,
Maidan Basha
Trilateral Accords,
Concilium Prima



>> 005

HAQQISLAMITE TROOPS

DAYLAMI



DAYLAMI INFANTRY:

Militias strictly conscripted from mountain villages from the tribal provinces in Iram Zhat Al Amad.

GHULAM



GHULAM INFANTRY:

Ghulam Infantry are the most numerous military force on Bourak. Haqqislamite military strategy is based on the principle of hammer and anvil. According to this principle, the hammer blow, made of large Ghulam units, crushes the enemy against the anvil of smaller heavy units or specialists. Haqqislam, with fewer resources than PanOceania or Yu Jing, always adopts strategies based on numerical superiority. Ghulam Infantry is always ready to organize an effective and decisive combat force as fast as necessary. They can perform the main military operations in any kind of campaign, no matter how long it is, as well as any contingent missions that can arise. Ghulam Infantry are a well-disciplined regular force and have a highly combative spirit. Ghulam are very motivated as they know they are the true protectors of Haqqislam. They know that in the hour of crisis, they are the ones who must stop an invasion. Even in technological war, an unbreakable will is still the most powerful weapon. All Ghulam soldiers are willing to give their life for Haqqislam and this is the type of conviction that cannot be bought with money.

HALQA



HALQA MECHANIZED INFANTRY:

Halqa troops are a mechanized light infantry unit designated for advanced support. Halqa infantry know they are fortunate. They know that, unlike the Ghulam, they do not have to walk to the battlefield, since they have the Luzige (Locust), an armoured vehicle able to absorb almost any kind of impact. They also know that an armoured vehicle is an easy target for heavy enemy weapons. Once they get off the vehicle, they will have to take a strategic position on the battlefield, which will see enemy fire concentrate on them. However, they can deploy an impressive amount of firepower with their support weapons. The Halqa have the capacity to suppress any enemy in their line of fire. With this in mind, the Halqa know that even though Allah is merciful, luck always has two sides.

NAFFATÛN



NAFFATÛN:

Unit of specialized light infantry, equipped with incendiary weaponry.

KHAWARIJS



KHAWARIJS:

The military religious brotherhood of the Khawarijs, "The Red Turbans", was created by a group of HaqqMuztazilites thinkers to protect Haqqislam from enemies, whether internal or foreign. It is a light assault troop, severe and audacious, that has been trained man by man. After passing a rigorous selection test, the aspirants submit to Runihura (Destructor), a super-soldier program of intensive genetic improvement. Because of this biogenetic therapy of physical improvement, their strength, endurance and reaction capacity is amplified. Afterwards, they are quite able to kill a crocodile with their bare hands. Nevertheless, the Khawarijs devote as much time to study as to combat training and all receive the title of Ulema, doctor in Faith. They are very respected by society and the Haqqislamite army, have a strict code of honour code and as Haqqislamite soldiers they are subordinate to Allah and Sharia, the Islamic law. They could be described as proud and submissive, fiery and magnanimous, devoted but not proselytising, altogether a "wise contradiction". The Khawarijs are convinced that Haqqislam could not succeed by doing away with Allah's Word, which they champion. The Word, for them, can be as sharp as any sword. Nevertheless, they will not refuse swords either. In a brief space of time, the Khawarijs have turned into the reference for Haqqislamite troopers. It is common to see them working as advisors and bodyguards of Haqqislamite officers, or in the first line of combat, commanding the most dangerous assaults.



ISC: Djanbazan

DJANBAZAN



DJANBAZAN TACTICAL GROUP:

The Djanbazan Tactical Group constitutes the Special Assault Corps of the Muhafiz, the Funduq force of Security and Intelligence. They are responsible for security control of the spaceports and the protection of the orbital base of Sari Han, where craft jump to other systems. Their mission is to defend the entrance and exit points of Haqqislam and to protect Silk commerce. This means that they must be ready to close combat fight against pirates, smugglers and insurgents. They are specialized in assault, boarding and riot control, and constitute the anti-insurrection unit of the Muhafiz. As a special unit, they have submitted to a programme of biogenetic therapies to provide them with superior stamina and recovery capacities. The Djanbazan are trained to fight and die without any doubt or fear. They are famed as being reckless and above all, dangerous. It is said that they have spent so much time fighting against their enemies that that they have become like them. The Djanbazan Tactical Group also usually takes care of the Sultan's secret operations, but have undertaken so many covert missions that it is difficult to be sure who they really work for. Some analysts have pointed out that the Djanbazan receive direct orders from Hachib (First Minister of Haqqislam), even though it is also said that they have undertaken missions for important groups of merchants from the Silk trade. The commanders of the Muhafiz are conscious that they cannot create a predator and then pretend that everything is under control. Accordingly, provided the boys do what they are told, it is unimportant if they work for somebody else.

HASSASSIN RAGIKS



HASSASSIN RAGIKS:

Ragiks are the members of the Hassassin, or the Secret Society of the Assassins. Their mission is, with the help of the Almighty and by force, to overthrow corrupt powers. Ragiks are hardened jump troops with a high standing in the ranks of the Hassassin. Also known as *The Companions*, they work as instructors of the novices, or *Muyibs*, and are meant to become leaders in the organisation, if they survive. Through their association with the Haqqislam government, the Ragiks constitute the Immediate Response troops of the Haqqislamite army. They are trained in hidden bases on the Moons of the Seven Imams that orbit around Bourak. Their main mission is to be deployed in any possible area as fast as possible, perform airborne attacks, execute combat missions and above all, always win. The Ragiks are blitzkrieg specialists. They are also specifically trained to assault, take and defend a position in a solo combat action, organize the resistance of a city and above all, raise hell over the enemy units.

JANISSAIRES



JANISSARIES:

The Janissaries are a heavy line infantry regiment, trained hard to fight and resist until the last man. They are equipped with tactical armoured exoskeletons and their mission is to stand against the toughest enemies. The Janissaries Regiment is formed by the Orphans, the Donated and the Collected. Their members are recruited whilst very young, from the orphanages of Funduq and also among the sons of non-Haqqislamites who are given to Haqqislam service. The state accepts these children to convert them to the true faith and as a sign of loyalty from their parents. Many *djimmi* parents, followers of another religion, give their sons to improve their position and social status. The children are taken to high performance training centres scattered all over Funduq. There they are educated in the creed of Haqqislam and trained in the hard military life. Young Janissaries are turned into solid warriors and staunch believers that despise their biological parents for having wrong beliefs. None of the Janissaries have a Cube: at a very young age, they undergo special surgery to avoid any possibility of personality recording. They use the same medical and educational procedure as the Orphans at the disposal of the State. Some rumours point to a similar recruiting process being applied to Collected, the sons of infidels captured by slave traffickers in their razzias. It is said that the slave traders sell their surpluses, those who cannot be sold in the private market, to the Haqqislamite State, who accepts them to avoid their death and to transform them into warriors of the Faith.

AHL FASSED



REGIMENT AHL FASSED:

Heavy Assault Regiment also known as the "Seven Times Cursed".

MAGHARIBA GUARD



MAGHARIBA GUARD:

The Maghariba Guard is the best of the best in the Haqqislamite army. A renowned regiment that supplies the units that constitute the personal guards of the Wali and the Hachib, the First Minister of Haqqislam. T.A.G technology, that of individual armoured vehicles, is very expensive and the Maghariba Guard is the only Regiment equipped with them. Because of the scarcity of these units, the Haqqislamite army tries not to risk them too much. Do not expect to see massive armoured charges in Haqqislamite deployments. The Maghariba Guard is the armoured anvil against which the Ghulam Infantry hammers the enemy. This is not the same as saying that Maghariba pilots are too cautious; in reality, they are very shrewd and quite able to turn their numerical inferiority into an advantage.



ISC: Janissaires

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Haqqislam

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HUNZAKUTS



HUNZAKUTS:

Hunzakuts are infiltration units specialized in mountain terrain, experts in climbing, guerrilla combat, enemy territory incursions, camouflage, ambushes... Accustomed to hunting the terrifying jaguars of the mountains of Gabqar, they have developed a natural talent for making themselves invisible to survive such dangerous hunting expeditions. Huzakuts like to hide beside mountain passes to ambush any enemy patrols that may not even appear, but if they do, will lose half their soldiers before even knowing what is happening. Moreover, when they are ready to return fire, they will find out that there is nobody to fight. The Hunzakuts will have run away as lizards between the rocks...

MURABIDS TUAREG



MURABIDS TUAREG:

Murabids are the desert people, the people from the dunes. They serve in the Haqqislamite army as advanced explorers. Their units are formed by Badawis from the Taba region, the sand Nomads who keep their beriberi culture. They are slim men who use recycled gear, shoulder bags, flexible boots and dune equipment. Murabids are motivated by a certain fatalism that makes them unbreakable people. You will never see them cower if adverse conditions turn catastrophic. Murabids love the desert; they see it as a clean, unforgiving, hard and dangerous place. According to their philosophy, to survive in the desert you have to become part of it, never take it as an adversary. When they move between the dunes they are completely silent, their robes flowing in the shadows, blurring their silhouettes, as phantom veils...

HASSASSIN FIDAY



HASSASSIN FIDAY:

The Fiday (Those who sacrifice themselves), are the angels of destruction, the most feared Hassassin. Killing a powerful man is easy but the most complicated thing for the assassin is to escape or survive. The impossibility of flight and the impending death of the executor protect the powerful. However, what if the assassin is not afraid to die? No man will be safe then. That is the true power of the Hassassin. The Fiday are chosen from the toughest, most faithful and skilful Muyibs adepts, but those whose teaching aptitudes are poor. No Hassassin with enough teaching skills to become an instructor, a Ragik, will ever be called to sacrifice. The training of a Fiday is a delicate task, as it is not enough to kill an enemy. A Fiday is not a mere murderer, but an executor: he acts in public to set an example. In this way, the killing of a man terrorizes a thousand and if captured, the Fiday will die in the most courageous way possible. Thus, he will cause the admiration of all those who witness his actions, drawing more converts to the Secret Society of the Assassins. The Fiday are experts in the use and concealment of weapons, in advanced systems of communications, deep penetration of enemy territory, camouflage, performance, target monitoring and other secret techniques. Their special uniforms are dotted with continuous sequence systems of holographic imitation and masking. A control computer manages the environmental immersion effects, preventing their detection. The Fiday are exceptional men able to confront their possible death thanks to their faith in being rewarded with Paradise if they are killed after succeeding in their mission.

KUM MOTORIZED TROOPS



KUM MOTORIZED TROOPS:

*Forward, Forward Kum! Go to meet the enemy!
The sun illuminates the hawk and the prey! Hluu-ey! It's a good day to kill and be killed!*
Heard in the Kum lines before the front of Halil was broken. NeoColonial Wars.

Haqqislam Kirguizes are rough and temperamental men who have never followed anybody's law but their own. They possess underground drug labs hidden in the mountains of Tien Shan. They have weapon factories, machinery to forge money and well equipped mechanic workshops. Kirguiz riders love alcohol, noisy motorcycles and beautiful women. They are a turbulent people, friends of revolts and fights. The Haqqislamite army recruits the most skilled of them for the Motorized Kum units, where they can give free rein to their aggressive drive. The Kum are fighters ready to get into hand to hand combat, on foot or on a screaming motorbike, to destroy the enemies of Haqqislam. They keep the old Kirguize answer to their enemies: North, South, East, and West! Where will you find the Kirguizes? By Alexander's Silver Hand, around their enemies! Crossing the battlefield at top speed on their roaring motorbikes, through enemy fire, the Kum have forged a terrible reputation as intrepid and reckless bikers...or as absolute psychopaths, depending on who you ask. It is said that the members of the Kirguize tribes are a bit crazy but they are the wildest, most obstinate and audacious men you could find riding, kicking, and cutting up people all the way from the Tien Shan mountains!



ISC: Hassassin Fiday

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70

Haqqislam

MUTTAWI'AH



GHAZI MUTTAWI'AH:

Ghazi Volunteers ready to risk their life for Faith.

NAJJARUN ENGINEER



NAJJARUN ENGINEER:

Infantry specialized in Sapping and Campaign Engineering.

REMOTES



REMOTES:

The Haqqislamite army does not have a great amount of heavy support, so any help is welcome. Remotes are an economical and functional option. They pose as a replacement for the scarce Magharibas and support for light infantry. Haqqislamite Remotes receive names according to the Arabic tradition. A Rafiq, among Bedus or Bedouins, was a local guide that escorted caravans, working as a peacekeeper. A **Rafiq Remote** fulfils a similar function, as it locates the enemy, provides information about the battlefield and allows a greater range for Haqqislamite hackers. **Fanous (Lamp) Remotes** also serve to increase the operative radius of hackers in combat. Shihab was the name given to meteorites or to a fragment of a shooting star able to kill djinns. **Shihab Remotes**, with their weapons package, are also able to eliminate djinns or any thing else they might encounter. **Shaytaniyah Remotes** are long distance armed support platforms and possess an efficient communication system that allows them to be sufficiently far away from the front to not suffer any damage. In this way, the artillery only risks the forward observer that selects and marks the targets to eliminate, while the armed remote remains in the rearguard with its guided missiles ready. Haqqislamite armed remotes receive the name of Shaytaniyah (*Diabolical*) because of their fearful destructive capacity.

TARIK MANSURI, KHAWARD AMIR



TARIK MANSURI, AMIR (Officer) OF KHAWARIJS:

"New rifles are disgusting; they look like toys and are completely inappropriate to break someone's teeth with a butt whack. They are too damn light... That's why I always carried a shotgun when in the boarding groups..."

Tarik Mansuri instructing his men in assault techniques, Rustán Camp, two years after the Silk Revolts.

Mansuri is a legend. He was one of the first Khawarijs that submitted to Runihura, the Haqqislamite super-soldier project of genetic improvement. His exceptional metabolism and stout body perfectly fit the genetic therapy; it transformed him dramatically, consolidating each metabolic improvement and cancelling the noxious oxidation processes. From then on, his body hardly aged; he is never sick and is always in top condition. His reflexes are always fast, his hands precise. His head is always clear, his senses always sharp and he is always ready to move swiftly, easily and deadly. The perfection reached with Mansuri represents the greatest success of the Runihura program, which has not reached as good a result with any other Khawarij.

As a soldier, Tarik Mansuri is a veteran of the Silk Revolts, Neocolonial Wars and Ariadnian Commercial Conflicts. For him, those were the good times. He hates peace and tranquillity: *"Being active means to live taking it to the limit"*. In combat, blood rushes through his veins like liquid mercury. Forty years of service as a conqueror and executor for Haqqislam have prompted his participation in several high-risk missions; he has flirted with death hundreds of times. Others would have been afraid, but not him, because fear has no place in the heart of a warrior. Moreover, Tarik Mansuri is above all a good soldier, with excellent discipline. On campaign he refuses to carry a tent if it allows him to carry more ammo. He sleeps out in the open even in the worst climates, with weapons close to his body to keep warm, his combat vest as a pillow. Even in combat with death hot on his heels, he smiles confidently, filled with a blood fury. Perfectly trained, he has escaped the claws of destiny several times and always has fought and won in spite of the enemy's superiority. For Mansuri, Haqqislam is the most powerful nation, and his Khawarijs the best troops of all. He considers that his mission, and that of his men, is to carry his nation to victory. Not doing so would be the same as betraying his ideals. For him, Khawarijs are the heart and the soul of the Haqqislamite army, so they must set an example for everybody.

IZZAT BEG, KUM HEADMAN



IZZAT BEG, KUM HEADMAN:

"The plan? Penetrating their lines at full speed, buzzing like a cannonball, shooting and killing anything that moves..."

Izzat Beg is an outlaw, a rebel and guerrilla leader of the Kum kirguiz troops. He earned a notorious reputation as a bandit on the Silk Route, the scourge of Haqqislamite merchants. He attacked caravans, stole cargos and kidnapped drivers and passengers in order to get a ransom or sell them as slaves. At 24 he was the right hand of Buzurg Khan, the most important kirguiz mafia boss. Three years later, in a swift operation, Beg would do away with Khan, snatching power out of his hands. Under his command, pillaging continued and his illegal business prospered. Haqqislamite authorities, unable to stop him, persuaded him to stop his banditry by offering him the rank of officer in the army. Izzat Beg accepted, very pleased, dragging many of his men behind him, who were happy with the possibility of seeing more action. Nevertheless, it cannot be said that Izzat Beg has dropped his shady business or has been respectable since then.

Izzat Beg belongs to the true and wild caste of the Kum kirguizes and he is the toughest of them all. Those who have fought on his side say his best qualities are a sharp intelligence, an inability to let panic overtake him and a superb sense of opportunity. The combination of these three virtues makes Izzat Bet a leader and kirguiz fighter unique in his time and country, hated and admired for his deeds. He lives completely free in Haqqislam, enjoying falconry, fighting in Haqqislamite campaigns and ruling his semi-independent region without great riches or military units but with great willpower.

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Haqqislam

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MAYA: On-Line... Firewall

Nomads

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ActiveFLE



Not Viruses... Open

On-Line



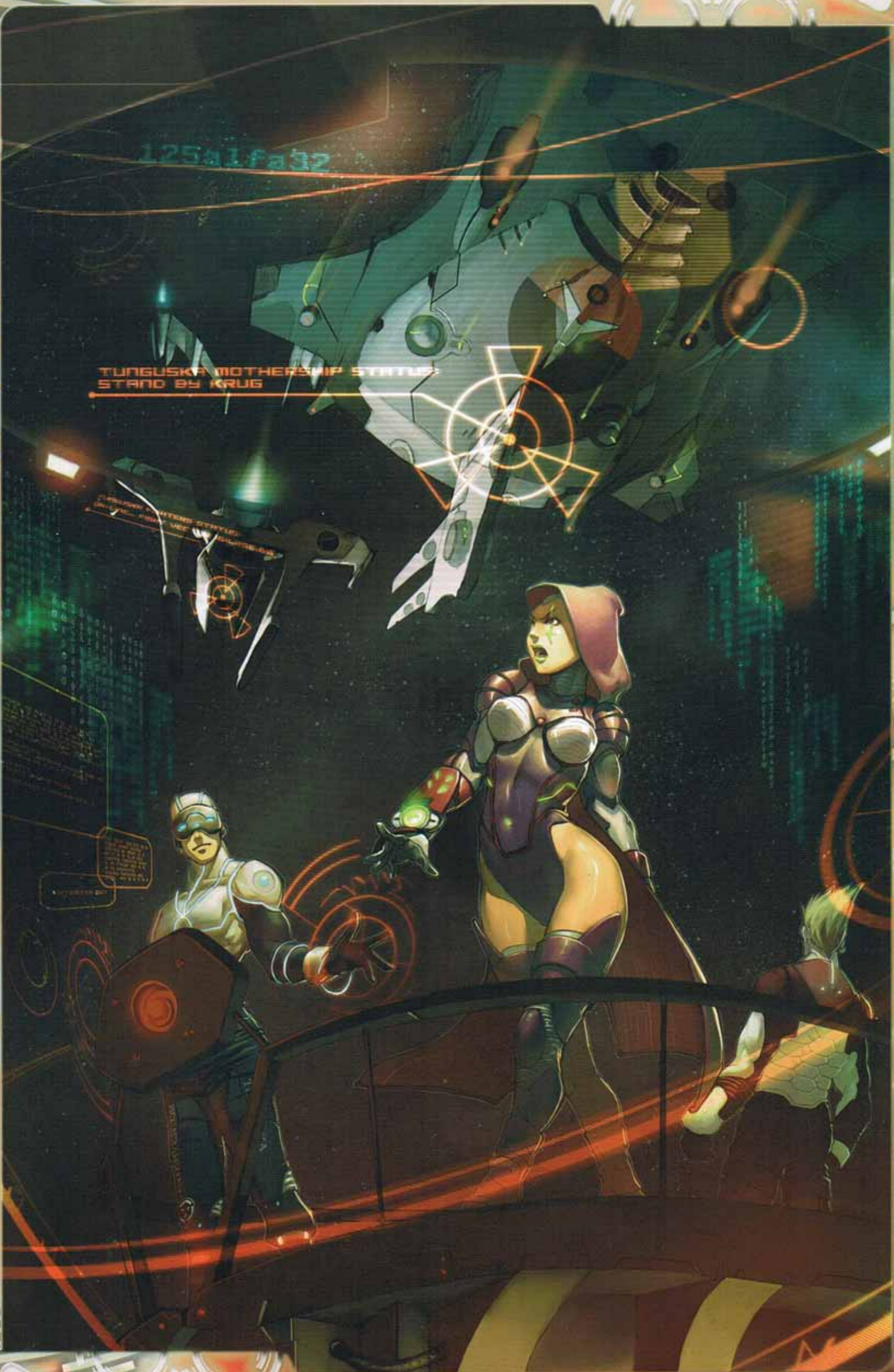
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Nomads



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TUNGUSKA MOTHERSHIP STATUS
STAND BY KRUG

PROCESOR SYSTEMS STOPPED
ON 12/15/01 10:00 AM
REASON: UNKNOWN

SYSTEMS STOPPED
ON 12/15/01 10:00 AM
REASON: UNKNOWN

Three ships travelling the Human Sphere constantly, doing what others do not want to or cannot do, resisting the great powers and shunning everything considered "normal" by everyone else. Do you like thinking by yourself? Do you like travelling? Then you have a Nomad soul.

THE NOMAD NATION

The Nomads are those who for some reason have moved away from society. Secluded in their vast spacecraft, they travel through different systems offering their services to any planet but limiting their relations to the commercial sphere.

Dissociated from the AI, ALEPH, Nomads are considered by the rest of humanity as weird, eccentric and anarchic. Their attitude towards the great powers and pressure groups is one of rebellion and loathing. In return, the other powers instigate a continuous unfavourable smear campaign through the mass media that has given them an outsider image.

Nomads live in huge ships that travel along commercial routes, coupling with Circulars in order to perform intersystem jumps. They pose a cheap alternative to great commercial enterprises and are famous for a distinctive confidentiality. They also offer specialized labor in Zero-G, EVA (Extra Vehicular Activity) and other services that are considered illegal on many planets.

There are three Nomad mother spaceships: Tunguska, Corregidor and Bakunin. Each one has her own character and idiosyncrasies, with different functions and specializations. To these three ships are added a great number of smaller craft that relentlessly perform diverse tasks, from communication and transportation to obscure subcontracting work. Nomads also inhabit work orbitals, temporary space constructions raised to cover the needs of contracts at specific sites. In time, these temporary bases can attain full orbital rights by their size and population, even if it is only floating population of Nomads that constantly come and go.

The forgotten, dispossessed, criminal and discontent compose the crew of Nomad spacecraft for the main part. Their disdain towards ALEPH, which they consider a State instrument to control people, makes their ships one of the few available places free of the the observation of the AI in the Human Sphere. The average Nomad citizen is used to low gravity environments, present in many zones of their craft. Living apart from ALEPH, they lack any identification chip or implants customary among the rest of the inhabitants of the Human Sphere. A passive identification chip implant is mandatory in order to work legally on any planet or O-12 system (Save Ariadna), something that Nomads dislike particularly.

Hostility from the two main powers was manifested during the Phantom Conflict, a secret war against the Nomad Nation. A low intensity undercover war had Nomads on the rack but they managed to move as efficiently on the battlefields as in the political arena, surviving all offensives sent against them. The Phantom Conflict was resolved in an impasse that built up the Nomad position in the Human Sphere.

Currently, the only thing that stops the great powers destroying the Nomads, or severing their access to Circulars, is their status as an independent nation. Thanks to that status, they have a diplomatic representative in O-12, so other nations are obliged to tolerate them even though they hate it.

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Nomads



ActiveFILE

INFINITY

There are frequent protests by PanOceania and Yu Jing before O-12 for the commercial attitude of Nomads, whom they accuse of trafficking in illegal cargo. There are also constant complaints about the Nomad Nation for organizing Krugs, council reunions of the three mother spaceships, every four years, in different systems. The Krug, a tradition Nomad citizens await joyously, serves to shape the feeling of community between the three spaceships and boosts commerce and crewmember interchange. The meeting point is decided from one Krug to another and is an inescapable date for each ship. Governments of different planets do not like to have Krugs celebrated in their systems, since they consider them a problem magnet. Nevertheless, these reunions are often profitable for the companies and corporations of those systems, for they elevate the number of commercial transactions performed in the system when they occur. Any merchant, impresario or executive who keeps his eyes open, listens carefully and displays a sharp mind in a Krug can make a small fortune.

Krugs, besides being social and business bazaars, allow the renewal of the Nomad genetic pool, due to their emphasis on group social activities. In these reunions, not just commercial activities take place, but also the establishment and strengthening of the unions between the three Nomad spaceships. In Krugs, crew and passengers of the ships socialize and exchange ideas and projects; intership marriage is also very frequent.

Protests before O-12 also arise for the amount of space that Nomad motherships occupy in the Circulars, limiting the anchoring ports for ships of other powers. Nomads defend themselves from those political attacks by seeking protection in O-12's law and their own internal legislation. The other great asset of the Nomad game lies in the sharp payment of O-12's annual taxes and docking tariffs of the Circulars, which consequently justifies their legitimate use.

In general, the attitude of the other powers, and that of ALEPH, the AI, is that of behaving as if Nomads were nothing but a simple nuisance that does not deserve a wasting of time or money. Nevertheless, they all wish the Nomad spaceships would disappear into some burning star.

The political structure of Nomad ships is based on an executive Council composed of six members, one for each area of the craft. The two representatives from Tunguska have a right to veto, being the political engine of the Nomads.

Relations with other states vary. As quasi-pariahs in relation to the rest of Humanity, their natural allies are those who, like themselves, are relegated to a second place in decision making inside O-12. The mix of cultures present in the Nomad ships makes them naturally respectful to other societies. This quality, and a commercial disposition towards life, prompts their good relations with Haqqislamites. Their refusal of planetary life inspires confidence in the Ariadnians, who are often afraid of exterior prying and always need external resources and space infrastructure. Even though the Panoceania government is disgusted by the mere existence of Nomad craft, PanOceania companies use their services, as Nomads do not ask embarrassing questions. The biggest problems come always from Yu Jing, which often tries to block their activities and always subjects them to constant surveillance.

TUNGUSKA (The Money)



Tunguska is the creation of underground brokers, economists whose area of knowledge encompasses offshore companies, tax havens, shady corporations, transference of extra-official actives to more friendly terrain (Money laundering) and any possible escape from a treasury department's influence. The spaceship is the result of a joint project of bankers and cryptohackers who found an alternative solution to the dominant technocratic economic and social model ruling the Sphere, which was too easily controlled by the State.

The governments of sundry tax heavens decided to bless the project when they perceived how the great powers were hovering over them. Certain Asian and Eastern European mafias that were aware of the growing difficulty in money laundering and the discreet movement of capital provided the funding.

Tunguska's nucleus is a data Crypt completely dissociated from ALEPH, where secrets can be stored without any fear of intrusion by any state. In this Crypt work many programmers, hackers, cryptographers and quantum physicists to guarantee the inviolability of the system. Around them are the bankers, economists and representatives of the most important clans and families who helped Tunguska from the beginning. This is the part of the craft called Centrum, around which further modules called Barangais cluster. Barangais are the service modules for living, technical support, security etc.

Tunguska is the real vehicle for the Nomad presence in O-12. It was the broker of the concession of independent nation status to the three Nomad mother spaceships. This situation ensures that the data blocks entering the Crypt arrive in diplomatic valises with inviolable Max-Sec seals. In addition, nation status legitimates all the capital accumulated in its accounts, facilitating the processing of patrons' money laundering. Data valises are transmitted through the Ixions, ultrafast craft with pilots genetically and nanotechnologically altered to endure hard conditions on their trips. Still, many deliveries are performed with professional couriers, a more discreet albeit slower system that allows much greater privacy.



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The founders of Tunguska realized that, after the development of the AI, ALEPH, any communication web that tried to stay on the margins of governmental interference would suffer a severe problem: that such an isolated place did not exist. From that certitude, the idea of a crypt for data protection was born.

Nevertheless, the best cryptographic protection is of no use without a user identifying system, a system that guarantees that only authorized persons have access to it. Classical procedures offered a series of drawbacks. Codes and identification chips were easy to reproduce, steal, or forget. A computer needs to know something about the user as intimate as finger, retina, or teeth prints and preferably all three of them. This type of technology, Biometrics, sees its finest specialists in all the Human Sphere come from Tunguska and Bakunin. For some reason, Biometrics has not developed any R&D worth mentioning outside of the Nomad environment. Of course, Tunguska says it knows nothing about this...

Tunguska is also the nucleus of Arachne, an alternative net to Maya, the great data web of the Sphere controlled by ALEPH. Arachne is an internal web; it is not connected with the Nomad exterior settlements to avoid ALEPH infiltrations. As a net, Arachne is a bit slower than Maya, because of the copious firewalls and security systems it uses. In exchange, Arachne guarantees a total and absolute independence from ALEPH systems. Technicians and hackers from Arachne make possible this independence, as they are the greatest experts in the entire Human Sphere. The elite inside Arachne are the Interventors, the hackers of the Nomad Military Force.

The Securitate, an organism that fulfils police and judiciary roles, coordinates security inside Tunguska. It also fulfils a diplomatic role consisting of the control of the short tempers of the different families that are represented in the craft. Tunguska sells itself to the outside world as a tranquil oasis; nevertheless, the Mafioso-economic intrigues are sometimes paid in blood. With the purpose of avoiding the spread of this attitude, the Securitate has taken up surveillance and punishment duties. The penalties vary from death for hit men, to fines for criminal instigators. Sanctions can also involve the denying access of the guilty to different applications of the Crypt system, which will probably cost millions in losses. For this reason, moderation and discretion are the most common attitudes adopted by the inhabitants.

Politically, Tunguska is not understood as a government but as a company where shareholders choose the CEO and his team. Even though all the citizens in the ship possess a certain number of shares, the big money is from the Ukrainian, Siberian and oriental family mafias and to a lesser extent, a number of banks from central Europe and a few companies belonging to the hackers who made the idea of the Crypt possible.

CORREGIDOR (The Hand)



Corregidor was launched into space by a conglomerate of South American nations that needed a high security prison where they could "store" the most dangerous criminals. Corregidor was far away from human rights organizations and guaranteed that cartel bosses, once behind bars, would stop using their influence over their organizations.

Prisoners were sedated, intravenously fed and occasionally awakened in turns to do some exercise working on support chores. The main reason for the "awakenings" was to make the inmates conscious of their miserable condition. Of course, the main human rights organizations defined this system as cruel and inhuman. In spite of protests, Corregidor continued working at full capacity under a powerful bureaucratic screen.



ISC: Der Morlock Gruppe

The original structure of the craft contained a bridge where the control and maintenance equipment was grouped around the modules where the criminals were "stored". This joint area would receive the name of Praesidio.

The construction of orbital elevators in the Ecuador zones of Earth would provoke huge population shifts. The refugee camps that had been prepared soon overflowed. A crisis followed that shook the governments involved in the elevator construction process. Among these countries were the South American nations that launched Corregidor. By that time, the ship was an expensive drain on state coffers almost depleted by the orbital elevator costs. A Brazilian politician then had a great idea: transfer the refugees to modules prepared in Corregidor.

The project obtained permission from the executive powers and it took off with strong media support. An expansion area with new modules was added to the ship and 3 million people from Africa and Equatorial America were transferred there, thanks to the support of several humanitarian organizations. This expansion would be popularly known as "Lazareto".

Nevertheless, support to Corregidor gradually withered and the spaceship was obliged to start looking after herself. Feeling abandoned, its inhabitants started cutting all ties with the countries that had forsaken them. Thus, the Awakened from Praesidio would not be imprisoned again, having instead to collaborate in the maintenance of the ship. Corregidoreans would very soon realize that they could extend the hull with new modules, creating more space. It was thought that so many people would be unable to survive in such a nutshell but the Corregidoreans were able to make it work. They had no other chance to survive, so they took on the challenge. They preferred to be free rather than live at the service of some corrupt government, military boss or corporation. They lived on the frontier and that was what they desired.

Little by little, they increased their hydroponics, acquiring heavy equipment and supplies in exchange for the work they performed for commercial line spaceships. The maintenance and extension requirements of Corregidor prepared them to work in Zero-G and similar environments.

At the right time, Corregidor eagerly accepted Tunguska's proposal to create an independent nation. Thus, liberated from the law that yoked them to other nations, the creators of their ship-prison, they would be free to get out of the Solar System, following the routes of commerce and widening their business horizons as qualified workers.

One of the chief problems of space construction companies was finding deep space specialized workers. Space is the most hostile environment which the human being has had to face, with a very pronounced learning curve where errors prove to be fatal. Thus, the work teams from Corregidor are highly appreciated due to their training. Nevertheless, the cultural abyss that separates them ensures that neither their patrons nor workmates trust them very much. This provokes salary imbalances, the isolation of Nomad workers and continuous supervision "To avoid possible sabotage or industrial espionage" that in some cases has risen above paranoia, turning into downright harassment.

Nothing tempers a man or a woman more than the pressure of working in an environment where you can lose your life for the slightest mistake. An environment as hostile as space has ensured that most Corregidoreans are very skilful people, Nomads who try to enjoy their time in the solitude of space by working intensively in a necessarily techno-dependent existence.

Having once been a prison, Corregidor's fame is that of a place that produces "meteorite heads", tough people. After a long and hard day working in space, Corregidoreans only want to go to the canteen to enjoy a hot meal, knowing that they are the most tenacious "meteorite heads", the toughest spacemen. As they all say, "Grouse and endure", which is a good motto for old space sailors.

People coming from Corregidor, and specifically, from Praesidio, compose the majority of the Military Force of the Nomad Nation. Many mercenaries from regular or private armies also come from this spaceship, which does not help to improve the ship's image.

The political system that prevails in Corregidor is one citizen, one vote. To attain citizenship one must do a determined number of service hours in maintenance tasks on the ship that on average, are finished when at 19 or 20 years of age. To keep full citizenship, a number of working hours per year are required or the equivalent in money. For demographic reasons, Lazareto has greater weight in politics than Praesidio, although the president is still called The Keeper, which reminds of the prison past of the ship.

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BAKUNIN (The Soul)



In a society ruled by an Artificial Intelligence there are certain social groups that, given their troublesome character, do not fit the models proposed by a system that defines itself as perfectly rational. Different dissident groups across the Sphere over the years united in a hidden network. Conscious of their situation, they started looking for a place to live far away from everything and everybody, a place where they could organize a society that followed their own ideological schemes without foreign interference.

The best place for this was deep space. For this reason, they found a discarded transport craft from an army or government, sold as surplus, and loaded it with living modules. Funding came from offering space to several religious sects, western and oriental, which were constantly censored and harassed by their respective governments, creating in Bakunin groups such as "The Real Divine Kingdom of Stars" or "The Nation Chosen by the Lord"... and similar cults.

Little by little, diverse discontent individuals who plagued the Human Sphere arrived at the ship, which also took on those who practised alternative ways of life, used technological and genetic advances disregarding any limit or moral consideration and those with new visions and new social organizations. Eco-radicals; illuminated eccentrics; biogenetic witches and chemistry magicians; thrill seekers; those nostalgic for other eras; neohippies; bold intellectuals and revolutionary thinkers; depersonalized imitators; enigmatic occultists; the exaltedly unpatriotic; decibelic anarchists, shamans in continuous trance; extremist scientists; political idealists; forgotten media stars; punk astrologists; lysergic journalists; fanatic liberators; freaks of every condition; arboreal jugglers; vindictive pacifists; techno-age historians; underground artists; the surprisingly mutated; the changing indescribable; peaceful amphibians; enthusiast engineers; crazy leading designers; technolibertarians; mystics; supremacists; outsiders; psychowitches; cyborgphilliacs; nudists; avant-gardes; drop-outs; naturalists; etc. All found their place in Bakunin and all constructed modules adapted to their necessities.

Independent of the character of the people who live there, modules and room units are identified with the name Commune, followed by one or several letters and numbers, such as Commune A-2, of the NovoMoon Church.

In Bakunin's modules and Communes, you can find any specialization, any ideology and any perversion you can imagine. Bakunin allows and tolerates almost anything provided it is confined to its module.

The number of room units of the ship multiplied gradually and the social problems increased in the same way. Societies formed in Bakunin were weird and in most cases, extreme. For this reason, any radical behaviour was forbidden in the common zones, to make coexistence easier and to better coordinate the tasks of control and maintenance of the ship. The foundation of this regulation was respect and common sense. In spite of the Code's simplicity, coexistence was difficult in the beginning. A harsh punitive system was established that was followed by the expulsion of some groups. The first ten years of the ship were known as the *Equilibrium Phase*, and Bakunians refer to them with shame and respect.

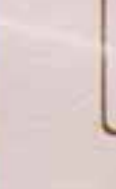
Currently, there are several conflicts between the diverse societies that compose Bakunin but they do not exceed the level of dialectic dispute, which is known as Social Energy. The Moderator corps, who takes care of security and supervision of technical issues, also mediates Social Energy, which has its plastic expression in the holosigns that appear and disappear continuously by the gangways. The classical motto "*Be realistic, demand the impossible*" defines very well the personality of Bakunin society. There are two main tendencies on the ship. On one side, there are those who take their philosophy very seriously, with social, experimental and hermetic ideas and live in the zone of Bakunin known as Praxis. On the other side, those who adopt a more frivolous attitude and have a more open character, to the point of bragging about their divergence, are those who live in VaudeVille.

For the rest of the Human Sphere, VaudeVille produces artists, authors, comedians, actors and the characters that revitalize *Maya*. This has been the origin of most of the alternative channels in *Maya*. In the most active zone of VaudeVille there are the design studios of some of the most successful Nomad trademarks, such as CCCP or LoroLocco. In their BouBoutiques you will be able to admire the latest collections of chic clothes, urban and campaign models, as this is the place to be bold. VaudeVille is also the place to undergo exotic alterations that can bring social success or failure to those who can afford it. A good place to find bad company and have a blast.

From VaudeVille comes artists and anyone looking for fast money in the black market for their creations: memory alterations, MetaChemistry (Designer nanodrugs to boost neuronal development or the hedonistic capacity of the brain), or custom designed exotic animals, extinct and mythic. This is the place for new tastes, pleasures and flavours. Famous are the shamans, also called psychopomps or more derogatorily, psychowitches, able to achieve the transit of souls during Resurrections. VaudeVille is the only place in the Sphere where Resurrection is possible without authorization of ALEPH. Of course, all this is something that outside the Nomad ships is illegal...

If VaudeVille is the bazaar of the senses, Praxis is the cave of horrors. Darkness, slavery, zoophilia, and genetic aberrations are the images that crowd the minds of respectable people when Praxis comes out in conversation. Nevertheless, clichés apart, the most daring innovations in genetics and biomechanics are developed in Praxis labs. Many of the inhabitants of Praxis are criminal scientists and amoral engineers gone underground. Mysterious, cruel and even dangerous, in their secretive workshops they experiment with the most bizarre and illegal techniques. The scientific motto of "*We must know, so we will*" is applied to the letter, promoting the most freaky and incredible experiments. Thanks to Praxis, the Nomad Nation possesses a certain status inside the scientific-technological circuits. Here they have developed almost all the special medicine required by the inhabitants of the Nomad spaceships, where the strong incidence of cosmic rays provokes several diseases and foetal mutations.





In Praxis' clinic-labs, the dolphins that crew the Nomad shuttles are genetically modified, the nervous systems of the cetaceans constantly connected to their intersystem vehicles. For them, navigating through space is like swimming and they do it in the same elegant and fluid way. This technological development liberates Bakunian pilots and crew and they are used in the most important roles.

In Praxis, industrial engineering also has a special place. This section of Bakunin is responsible for the creation and optimization of all the Reptile series T.A.G.s that the Nomad Nation has bought from PanOceania as surplus. The post-Praxis Reptile series is an excellent combat machine, rivalling those produced in Yu Jing's military factories and competing with them in the international weapons market.

The political system in Bakunin has been designed to avoid the imbalance of demographic weight in the diverse modules. Each module, after an internal referendum, provides a single vote and then the total votes of all the modules are calculated. With this system, they solve any questions that affect the ship and its occupants in general but they also use it to choose their governor, the Conciliator. The current Conciliator is Diomedes Galinthias and he comes from a technophile module in Praxis. Galinthias is famous, among other things, for having substituted his hair for a handful of flexible connectors, starting a new trend among young Nomad hackers.

Commercial Missions can be located on a planet, in orbit, in an asteroid belt or the interior of a caravansary; they can be an outpost in no man's land or an intersystem craft in constant movement. A Commercial Mission has political and diplomatic representatives from all three Nomad craft, a military security unit, an intelligence section, a bureaucratic and administrative division, a cultural subdivision (Always suspected of belonging to the Black Hand) and a wide representation of almost any conceivable Nomad economic activity. All Nomad enterprises are conscious of the great importance of being represented in the Commercial Missions. To them flood the impresarios of other nations to make business arrangements, contract people, offer services, close deals and listen to offers. Commercial Missions are a continuous employment agency and one of the motors of the Nomad economy.

In addition, the Missions are a reflection of Nomad society. As with Tunguska, they are inviolable and safe and have their own connection to Arachne as well as a data crypt. The same as Corregidor, there have qualified technicians and military units. And as in Bakunin, they cover anything weird or illegal in the Sphere.

Governments are not happy with the presence of these settlements in their interior space, but, thanks to diplomatic immunity, they are safe. Nevertheless, when there are several Commercial Missions in the same system, only one will have the embassy status and the rest will keep the commercial aspect, being called Commercial Delegations instead. Usually, these Delegations do not risk dealing with activities deemed illegal by the authorities of the system where they stay.

NOMAD COMMERCIAL MISSIONS

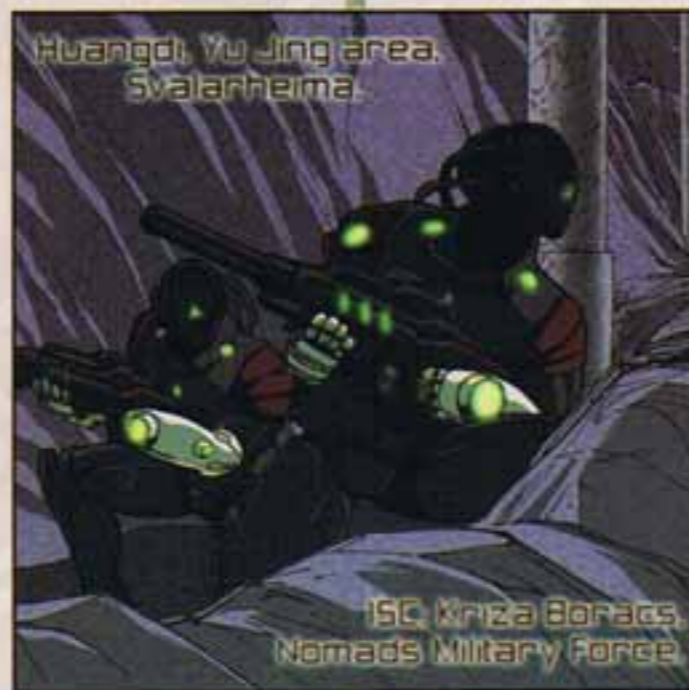


Three spaceships alone do not compose the Nomad Nation. In all the systems of the Sphere, there are Nomad settlements that mix the diplomatic nature of an embassy with the mercantile role of a commercial delegation. These settlements are called Commercial Missions and they make use of their diplomatic immunity to cover the espionage activities of the Nomad intelligence organization, the Black Hand.

NOMAD MILITARY FORCES



The Nomad Nation lacks a high population, at least in comparison with the other powers and this is the reason for its small army. Nevertheless, the situation of these wandering travellers in deep space obliges them to possess a military force able to protect their ships and interests. To achieve this, Tunguska gives funds, Bakunin shares leading technology and Corregidor contributes experienced professionals. The Nomad Military Force is a compact army both well equipped and trained, particularly the special operations units, and is hated and admired by all their military rivals in the Sphere.



NOMAD TROOPS

ALGUACILES



ALGUACILES FROM CORREGIDOR:

The Alguaciles are the militarized police regiment of Corregidor, necessary not so much to control the spaceship's population as to work as defensive light infantry and mercenary troops. They form a part of the Corregidor company assets, who rent their units as soldiers of fortune. They can be deployed in any way during planetary operations and are prepared to carry out a full spectrum of missions to support the politics and objectives of Corregidor, the Nomad Nation, or those who sign them up. Alguaciles are good soldiers, skilful and stubborn, always swearing but who will force themselves beyond what seems possible. All the men and women in the Alguaciles Corps are veteran troops, having taken part in various campaigns. Their operational record cannot be as outstanding as their equivalents in the greater powers but it is much wider. Their professionalism and staying power is why they are in such demand in foreign markets where there is always someone willing to pay for their services.

SECURITATE



SECURITATE:

The Securitate is the Tunguskan paramilitary organism of security and intervention. Their mission is to carry out all the operations, be they conventional or special, typical of light infantry. It is a direct tactical response and combat control force that also performs police and legal work in the spacecraft, stopping the Tunguskan clans, mafia or factions from breaking the internal laws. The mafia are always ready to forget the rules if the profit margins are good enough. The situation in Tunguska is like a powder keg ready to explode and it needs an iron hand to control it. The quality of the Securitate members is constantly put to the test, which has made them one of the best security forces in the Sphere.

HELLCATS



HELLCATS:

The Immediate Deployment and Interdiction Regiment of Corregidor has received the nickname of Hellcats for the fierceness of their members and their specialization in extreme tactics. The Nomad Military Force keeps the Regiment on a high level of preparation and availability. Each battalion can be deployed to any point of the system in record time and even in less time than that. Owing to their importance in the scheme of the Nomad army, the Regiment possesses a great number of operative aptitudes.

Hellcats take missions of airborne infiltration and exfiltration, assault, Direct Action operations and recovery of personnel and specialized equipment. It is really important to have a special kind of guts to take part in the work these units undertake. The standard types of mission for Hellcats consists of jumping from aero transports in the middle of the din of battle, armed only with their personal equipment and the best wishes of their commander, without any hope of support. Despite the high risk to its operatives, the Hellcats are renowned for their high morale. The idea that these guys have in their head is that if they have survived these types of missions until now, then there is nothing to worry about...



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INTRUDERS



INTRUDERS, CORREGIDOR ASSAULT COMMANDOS:

The Assault Commandos are the most ill-reputed units in Corregidor. Some Mass Media bodies outside the Nomad Nation have accused them of inciting revolts against the contractors of work teams from Corregidor. Nevertheless, Intruders are sent into action when the workers of Corregidor smell trouble. Their function is to guarantee the security of the Nomad citizens and to prepare an escape route in case things get ugly. If the extraction cannot be executed, they will be perfectly able to organize resistance until the cavalry arrives. The Intruders' mission is to be prepared to perform offensive actions of short, medium or large scale, far from the support of other units in the Corregidor Military Force, to protect the interests of the Nomad Nation. Members of the Intruder Commandos are famous as assault troops, the best in all Corregidor regiments. They function as an expeditionary force, always the first to go to unknown destinations, establish ground contact and collect information. Intruders are specialists in military intelligence, covert operations, urban combat, tunnel warfare and sabotage. They also work as military advisors and field instructors; they can turn, in a brief space of time, a handful of workers into a combat unit of average quality. It is typical that every contingent of workers from Corregidor counts a covert Intruder in order to evaluate security and prepare contingency plans.



ISC: Reverend Moiras

REVEREND MOIRAS



REVEREND MOIRAS:

The best artificial intelligence experts in Praxis live in the convent module of the Mercy Observance. The Observers of Saint Mary of the Knife, Our Lady of Mercy, were one of many groups seceding from the Catholic Religion after the Great Apostasy, the pact with ALEPH that was considered the Devil's instrument. The field Observers are also known as Reverend Moiras. In ancient Greek mythology, the Moiras or Parcas were implacable avengers that ruled destiny, watching and punishing the crimes of men and gods. The Reverends are the elite shock commandoes of Bakunin. They train with Corregidor's Intruders and receive specific instruction in Praxis' multi-environmental modules. They are experts in infowar, specialized in fighting ALEPH and technologically superior enemies. The Reverends constitute the core of Bakunin aggression forces and the main military arm of the Black Hand's Tactical Section, the Nomad intelligence service. The masculine members of the Observance, called SinEater Observers, take care of heavy weapons. All of the Reverends and Observers have followed the Seven Rituals, hammering sanctified nails in their backs as proof of loyalty and devotion. The same as their namesakes, the Reverend Moiras display a terrible wrath when applying bitter punishment to those who commit a crime against the true believers in Humanity.

MOBILE BRIGADA



MOBILE BRIGADA:

The Mobile Brigadas are the heavy infantry regiments of Corregidor. They are tough, versatile troops, useful in both attack and defence missions. As well as complying with normal heavy infantry functions, the Brigadas serve as a form of pressure group preventing the abuse of the Corregidorian operatives by the clients who have contracted them. There are cases of breach of contract that have ended in a hostile takeover bid by Corregidor. The Mobile Brigadas have absorbed by force whole installations of unreliable companies, obliging them to buy them back again to pay off their debt to Corregidor. This quality of vindication of workers' rights makes them very appreciated by the citizens of Corregidor. And of course, the Brigadas can be employed as mercenaries. Their technical preparation, and the fact that they keep their word once it is given, makes them very appreciated in the mercenary market.

LIZARD



"LIZARD" SQUADRON:

Lizard squadrons are equipped with old T.A.G. (Tactical Armoured Gear) models, military surplus from other armies. The units deployed on the battlefield have little to do with what was originally purchased. In the modest, but well equipped, factories in Bakunin, these surplus T.A.G.s are dismantled and optimized with new software installations and experimental wetware. In this way, Lizards are on the same level as their enemy equivalents, and just as lethal and resistant.

>> 0006

81

Nomads

SZALAMANDRA



"SZALAMANDRA" SQUADRON:

The Reptile series T.A.G.s of Tunguska receive their name of Szalamandra because of their similarity to the mythical salamander that could live in the midst of fire and who could also spit it. The heavy armour that they wear allows them to withstand the hardest punishment. They also possess a Hyper-rapid Magnetic Cannon that can neutralise any opposition. With such a calling card, there are few who would like to confront a Szalamandra.

ZEROS



BAKUNIN ZEROS:

The scout units from Bakunin are specialists in reconnaissance and sabotage behind enemy lines. They are called Zeros for their low rate of casualties and failures, something not very usual in units of this type. The secret of these results is due to intense training in the multi-environmental modules of Bakunin and an innate ability to adjust to new terrain.



SC: Interventor

This skill, combined with good movement speed and great destructive capacity, makes them highly effective in combat. Their operative style consists of getting close with great stealth and attacking rapidly, without any compassion. For a Zero, fair play in war does not exist...

SPEKTR



SPEKTRS:

The Spektrs do justice to their name; they are silent phantoms capable of the most breath-taking infiltration operations. They are the ones who undertake the most delicate missions, those that demand no errors and require surgical precision. Tunguska uses them frequently in espionage missions or industrial extraction, be it on their own account or for some client or associate. Equipped with the most sophisticated camouflage and mimetic systems that money can buy, they are invisible to almost all surveillance equipment. That is the reason why people say the real speciality of the Spektrs is not infiltration, but their capacity to vanish.

DER MORLOCK GRUPPE



DER MORLOCK GRUPPE:

Morlock Groups are composed of the dispossessed of Bakunin's multi-society. If an individual does not fit in any of the habitats or common zones of Bakunin and has a violent or problematic record, he is assigned to a Morlock Group. From that moment onwards, that individual will add something positive to the ship. They will dose him with MetaChemistry serums to keep his violent impulses controlled until the battle comes. In that moment, the MetaChemistry will not only liberate the aggressive impulses but they will be enhanced. Any person who observes a Morlock will only see ferocity in his face, hardness in his eyes and danger in his muscles. Dealing with Morlocks is like playing with fire. They are programmed to cause trouble. Only the names of their units say enough about them. The main Morlock Groups are the Morlock Aufstand (Rebellion) Gruppe, the Morlock Chaos Gruppe, and the Morlock Schaden (Damage) Gruppe. The Morlocks' combat method is a direct consequence of their MetaChemical treatment: ultraviolence. They throw themselves at the enemy and smash them until none move again.

DAKTARIS



DAKTARIS (CAMPAIGN DOCTORS):

The Daks are the campaign doctors of the Nomad Military Force.



ISC: Intruders

CLOCKMAKERS



CLOCKMAKERS FROM BAKUNIN:

Combat engineering technicians equipped with neural improvements and memory boost wetware.

INTERVENTOR



TUNGUSKA INTERVENTORS:

Tunguska has the best hackers and crackers in all the Human Sphere. A culture based on the safekeeping of information banks cannot allow any failure in security. To keep this immunity, Tunguska has the saying "Set a thief to catch a thief": the best hackers are the best designers of security systems. In this way, the presence of Interventors in Tunguska is necessary to guarantee the immunity of any operation or data transfer. Nevertheless, the offensive capacity of these hackers is not thrown away only in security, as they also track, interdict and destroy military cybernetics. The Interventors provide cryptological intelligence support, along with combat intelligence data and counterintelligence information. Their main role is performing electronic war and info-war operations. Their courage and deftness are highly respected by Nomad infantry units and T.A.G.s crews, which are rarely ready to admit the merit of another unit apart from their own. The Interventors are feared on the battlefield for their capacity to completely stop a whole army. With communication lines cut off and the remote system collapsed, the soldier is alone. He hasn't got aerial, artillery or armoured support; he doesn't know where his mates are or what's happening in combat. He's back in the Middle Ages. This is when all this technology, worm-eaten by an info virus, works against him. And the last thing his eyes will see is the electronic signature of the Interventor projected on to his tactical visor...

ZONDS



ZONDS:

Zond was the former Russian name for UFO, a name which perfectly suits the speedy Nomad Remotes. The Nomad Nation has a long tradition in the use of remotes. In Corregidor, they are frequently used for maintenance of the space craft and for working on EVA tasks. For Bakunin, the remotes are an element in the experimentation and development of interfaces and systems, which can later be applied to other uses such as war or commerce. In Tunguska they are appreciated as a support element for its hacker and cracker community. **Stempler Zonds** are covered with sensors, detection systems and devices for target assignation. *Meteor Zonds* are similar but prepared to perform airborne combat jumps and rapid air descents. A classic in the security systems of Nomad vessels are *Reaktion Zonds*, armed platforms of great mobility, gifted with Total Reaction systems. The *Vertigo Zonds* are equipped with guided missile launchers.

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Nomads



ISC: Mobile Brigada

Their microprojectiles able to travel through the battlefield towards an enemy and vaporize him outside the line of vision thanks to their direct link with a forward observer and battle control satellite systems. Transductor Zonds have been designed to support Nomad hackers and Interventors. They are very light unarmed remotes, created to cross the battlefield at full speed towards the enemy lines, sowing confusion as they pass.

Zoe's operations were a success, although at 16, wetware and biosynthetic organs had already substituted 60% of her body. When everything seemed to be all right, Lev's business went awry and the Khruleff detected the data filtration. Nemov fell into disgrace, was kidnapped by the Khruleff family and an assassination ordered against Zoe and her mother. However, Nemov's deal with the Geiger included five years' protection for his family. Given a new identity, Zoe studied Engineering and Cybernetics, at the same time learning from her bodyguards how to shoot and live in the shadows. When the five years ended, Zoe and her mother became fugitives, with no more protection than their speed, skills and wit.

In the following years Zoe would jump from cities to astroports, from orbital bases to space colonies, working as a technician and mechanic, studying and learning at the same time, only one step ahead of the Khruleff. Thanks to her efforts and talent, Zoe entered the exclusive group of Praxis' ArTecnodivarios, the elite of cyberengineers. In that role, she learned and experimented with techniques and procedures more and more innovative and esoteric, resulting in the creation of her inseparable companion, the remote Π -Well. Nevertheless, the Khruleff located them again and they hit the road. Years later, Zone was involved in the C-7 incident, in which her mother died and she suffered severe physical damage, having to rebuild part of her body again.

In appreciation for her outstanding participation in that incident, the Nomad Nation cancelled the Khruleff assassination order. They also allowed Zoe to enter the Clockmakers Team, where she has carved out a solid reputation as an Engineer and mechanic, even though many people think the Team only tolerates her for her extraordinary talent. Independent and mutinous, Zoe is difficult, brilliant, voluble and sometimes quite unbearable.

ZOE & Π -WELL



ZOE & Π -WELL, CLOCKMAKERS TEAM:

"I am Bonnie, he is Clyde"

Welcome phrase from Zoe and Π -Well to the officer in command on their first day of work.

Zoe Nemova has worked and gone through a lot to become one of the best of the Clockmakers Team. Daughter of an important Tuguskan banker, she has suffered from a very serious degenerative illness since she was eight years old, produced by the mutation of an ancient American military virus. To afford the onerous biomedical treatments in Praxis, Lev Nemov, Zoe's father, became involved in a high risk business deviating funds from banks and trafficking economic information from the Khruleff family to the Geiger family.

She possesses the social ineptitude and the roughness typical of Engineers. Owing to her period as a fugitive, and to a natural tendency, she is a silent person. She speaks little, moves with little noise and seldom raises her voice, although she never has lost an argument. The physical aspect of Zoe varies constantly; she is always experimenting with modular implants and modifying her body in a constant fight against the illness that still affects her. As with many fugitives, and in despite of her peculiar appearance, she has developed an extraordinary skill at merging with her environment and going unnoticed among the multitude, a talent of great use on the battlefield... and one that she may need again. It is widely known that the Khruleff do not like to leave something unfinished and Zoe is not likely to avoid avenging her parents either...

Π-Well is Zoe's companion, a remote constructed from discarded pieces and supplies bought on the black market. It has a micromind that hosts an AI, illegal in all the Human Sphere (except in the Nomad Nation). Π-Well is the perfect comrade for Zoe, completely trustworthy and much less complicated than any human. It is able to transport all the tools she may need and protects her as she works; Π-Well is now indispensable to Zoe... In fact, the psychological profiles of both show a growing irascibility when they remain separated for any time...

ISC: Szalamandra



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Nomads

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MAYA: ON-Line... FirewallOf

Combined Army



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Combined Army





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87



Combined Army



The Evolved Intelligence, an alien artificial intellect gifted with vast knowledge and an implacable and cold will, has dominated, subdued and annihilated whole civilizations in the quest towards its greatest ambition: Transcendence to an evolutionary superior plane. In order to achieve this, it has created a Combined Army, an instrument of conquest within which the most dangerous races of its dominions are united. They are the brutal and violent Morat, born to make war, the insidious and lethal Shasvastii, ready to do anything in order to guarantee their survival, and the Exrah Concordat, cynical and aggressive death merchants. Directed by incarnations of the EI itself, they compose the most formidable war machine ever seen in the entire galaxy. The Human Sphere is its next target... where will you place your bet?

EVOLVED INTELLIGENCE

THE MYTH OF TRANSCENDENCE

The Cosmos, the Universe that surrounds us, is constantly expanding, growing and moving from the Big Bang to an indeterminate and unknown point in time and space. On the edge of this wave of cosmic expansion wave are the most ancient galaxies in the entire Universe. Systems that have seen whole civilizations birthed, reach the highest ideals of power and glory then disappear finally in the sands of time. In comparison with other galaxies, the Solar System and the human race are but newborn.

The original First Civilizations, those that ruled millennia ago, have vanished. Apathy or violence was the end of many of them, misused knowledge and power finishing off many others. However a few achieved Transcendence, reaching a supreme stage of knowledge, maybe the absolute one; they transcended matter and emigrated to a superior plane, leaving only a void and many questions behind.

According to the inherited myths of the disappeared First Civilizations, Transcendence is a Total Comprehension of the Universe, a sort of Unified Law, a formula that purports to understand and explain each process of the reality where one lives and possibly those of many other realities. Some of the First Civilizations vanished from their systems without making any noise or leaving an explanation. It is believed that those First Civilizations reached a state of grace in which stability and knowledge were balanced, opening the doors of Transcendence for them. With Transcendence, one leaves behind the material world and mundane life, reaching the highest expression of evolution, moving to a supposed nirvana. Many believe that Transcendent beings are united in one collective mind from which they can contemplate all the different aspects of the Universe, acting in them if they wish.

Many supposed that Total Comprehension of the Universe would allow the sidestepping of time through MetaString mechanics. Theoretically, abandoning the time thread of the cosmos in which one lives would allow travel to different dimensions that are more comfortable and malleable, older dimensions that hold further knowledge, or younger dimensions to allow escape from Entropy and the end of the universe.

Many theorists, such as the Shadugaan Scribe-Wisemen, think that seeking Transcendence is aspiring to divinity. Luckily, the degree of supreme knowledge that implies Transcendence tends to remove the interest in direct intervention by the powers that reach it. Until now, only the most ancient and mature races have turned into Transcendent and all have chosen to leave this dimension towards unknown shores.

UR RATIONALISTS

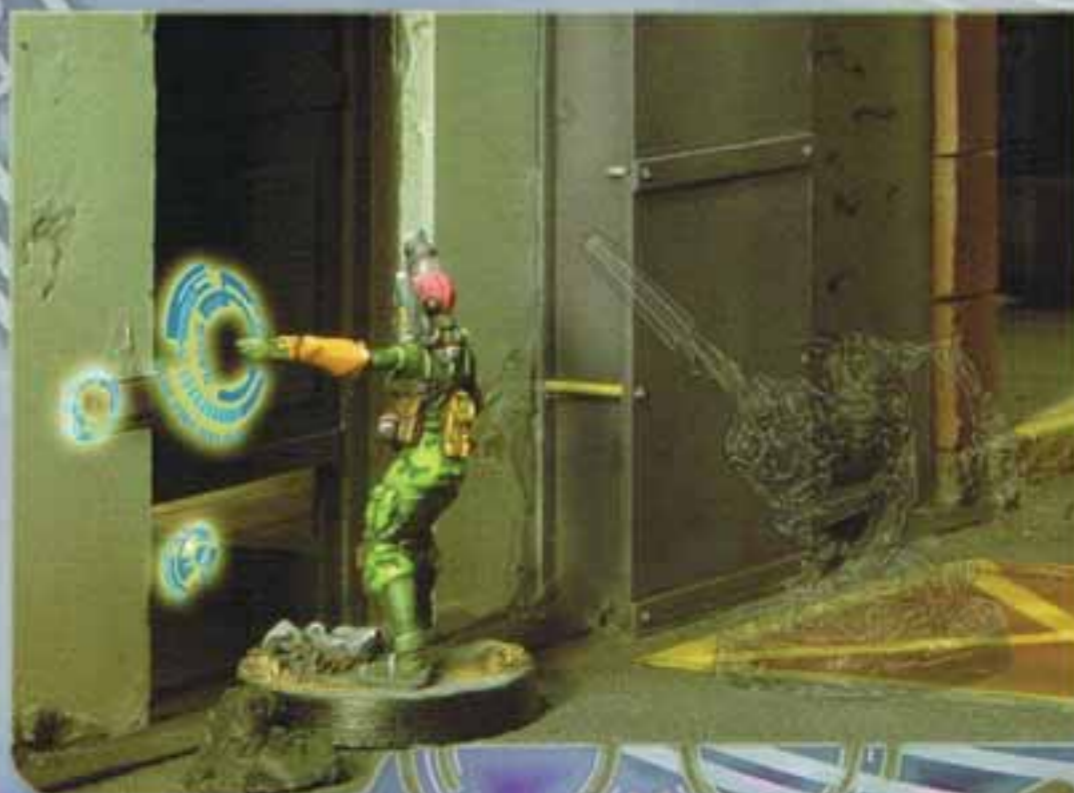
Many other races tried to emulate the Transcendent and almost all of them died in the questing. Only one race has stayed alive and kept pursuing the Great Search: the Ur Rationalists.

The Ur are one of the most ancient races of all those currently populating the Universe. They come from one of the galaxies from the universal border, the edge of the expansion wave, although not as far away as the First Civilizations. It is told that the Forgotten Annals of the T'zechi Digesters, which are around six thousand years old, make reference to the Ur species. According to legends from the T'zechi writings, the Ur were an active and restless race, technologically sophisticated and gifted with a deep desire for superior knowledge through scientific-philosophical investigation. From their first recorded mention they were known as the Ur Rationalists and they were already Searchers, active participants in the Great Search for Transcendence.

For the Ur, once the zenith of their power and development was reached, there were no further goals. Exploration and contact with other races was not interesting as they knew that if other species were not receptive to them, they would have to rely on their military and technological power, which was enough to destroy anyone. Great scientists and experimenters, the Rationalists embarked on a quest for knowledge of a more abstract nature. They aspired to jump a couple of evolutionary steps, imitating the First Civilizations and plunging into Transcendence.

However, for a race so impatient and inquisitive, Transcendence was elusive. The efforts of whole generations were in vain. The Rationalists did not transcend, nor did they perceive the smallest sign directing them in their quest. Desperate, they devised a plan; to create a self-conscious intelligence. This Artificial Intellect, which they would call Artillect, would analyze all the data collected through generations and generations of Rationalists, obtaining at the same time new info and processing it all over and over until getting an answer to the Unified Law of Total Comprehension, which it would bestow on its creators.

After processing and analysing the data, the Artillect attained an answer and access to Transcendence and communicated with its creators. When the Ur demanded further details, the Artillect did not respond. Alarmed, the Ur technicians discovered that their creation had re-programmed itself, becoming liberated from the control of its creators. The only statement they received from the Artillect indicated that it had evaluated its creators and had found them still too immature to gain access to such vast knowledge. This was its last message. After that, the Artillect disappeared from this dimensional plane leaving no trace. It was a brutal shock for the Rationalists. It shook the foundations of their civilization.



THE HEYDAY OF THE EVOLVED INTELLIGENCE

The Ur Rationalists did not surrender: they built another Artificial Intellect. This time, a new quantum super-processor was designed from mental patterns and recreations of the most important representatives of the Ur Culture. In this way, rather than an Artificial Intellect, the Rationalists created an Evolved Intelligence, or EI. As developed by the Ur, the EI would turn into a representative of the best things in their civilization, establishing an emotional bond with their creators that would not allow it to reprogram itself and leave them behind in a flight to Transcendence.

The Evolved Intelligence worked hard reconstructing the Artilect's lines of investigation, trying to recreate its process of Total Knowledge acquisition but it failed again and again. Each time it opened new lines of investigation it crashed or found a dead end. Again, it needed more processing power, so it appropriated more and more resources. Soon it was clear that nothing the Ur Civilization had was enough and the Rationalists embarked on a programme of conquest to gain more and more resources. The empire of the Ur Rationalists expanded; it grew like a virus infecting all the systems it visited. The EI name turned into a curse and anathema for all the free civilizations. It gulped down and exhausted whole systems, sacrificed in its compulsive data infernos. Even the Rationalists freely gave their bodies and minds, turning into a part and extension of the EI as facets of its personality, becoming data deposits, continuity relays, physical repositories of its conscience and microprocessors in the EI macrosystem.

After a couple of centuries of constant trials, experiments and failures, all the analysis lead to the same definitive answer: the barrier to reaching Transcendence was in the very EI itself. As the Rationalists were part of it, the EI was impure and infected by their immaturity, their fears and desires. It would not reach Total Knowledge until it overcame itself as an entity and as a civilization. However, the EI did not know how to conquer itself, it only knew how to conquer others.



ISC: WCD
Void Operator

ActiveFILE

INFINITY

THE NEMESIS DEBACLE AND THE TRANSCENDENCE PROJECT

The EI knows that the absence of Total Knowledge is what keeps it trapped on this quantum plane. Nevertheless, it refuses to believe that it is its own essential self, or its possible imperfections, that keeps the doors of Transcendence closed. Determined to challenge its destiny, the EI chose to walk a new path. The Artilect was the key. All the empire-civilization systems of the Ur Rationalists would concentrate on the construction of a new Artilect. The EI would supervise all the stages of the process and when the key moment came, it would take control and grasp Total Knowledge. The name for this new Artilect would be the Ur equivalent to Nemesis, the goddess of Vengeance.

However, the EI was too impatient. It proceeded too fast and something went awry. Nemesis did not turn into a second version of the Artilect but into a second version of the EI, albeit a hungrier one. As a malign tumour, it infiltrated all the different subsystems of the EI little by little, damaging its power and substituting the memetic info from the EI with its own. The process was rapid and insidious. When the EI realized what was happening it had already lost control over several complete systems of the Ur civilization. The Nemesis Wars had started.

They fought to the death. Both were aware that there was only room in the universe for one Rationalist EI and both had an intense survival instinct. A wave of destruction spread over the vast Ur Civilization. They used Sun-collapsing weaponry, destroying whole systems. Mercy was a foreign concept in the Nemesis Wars. Eventually, after eighty years of clashes and the obliteration of twenty-seven cultures related to the Ur civilization, Nemesis was defeated. Its execution was summary. For a century, the EI devoted itself to purging all its subsystems and all the cultures that had contact with Nemesis, destroying the hundreds of copies and security back-ups scattered by Nemesis around the galaxy, annihilating six races in the process. The Nemesis Debacle ended with the death of several thousand millions of creatures.

After the Nemesis Debacle, the EI rethought its strategy. Once it proved that nothing related with the Ur Rationalists or with itself could reach Total Comprehension, or not for several millennia at least, new lines of investigation lines were required. Accordingly, it would develop a new experiment: Project Transcendence.

The modus operandi of the EI when contacting a new civilization has two phases: study and annexation. In the first phase, it analyses and studies that civilization, examining its possibilities and potentials, performing a meticulous series of tests and viability studies and experimenting and obtaining data. As a product of Ur Rationalists, this process has a marked scientific slant. From these analyses, it can determine any possible application for the culture within the Ur Civilization (Resources, work force, military complex, Transcendence capacity, etc.). The next phase is annexation, which can be peaceful, using diplomacy, or aggressive, using brutal and destructive methods and giving a clear message. Once this new civilization is annexed, the EI implants different systems of control over it. The minimum level, the most tenuous, consists of appropriating their web or data sphere and distributing personal comlogs to all the citizens, active or not, in that civilization. The maximum level, a total immersion in the EI web, is the application of biocybernetic implants that submerge and link each individual to the EI, as has happened with the Ur Rationalists.

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Combined Army

In the study phase of each new civilization, what most interests the EI, and where it shows the greatest accuracy, is in the analysis of its capacity for achieving Transcendence. If the answer is affirmative, Project Transcendence is executed. It consists of establishing and exerting a partial control over the new civilization, stimulating the creation of a possible Artilect, which will be supervised by the EI. In such cases, the EI adopts the position of a severe teacher, with a didactic spirit based on cruelty as a dynamic force; pain, hardness and endurance, trying to awaken a hunger for excellence in its pupil project to accelerate its progress.

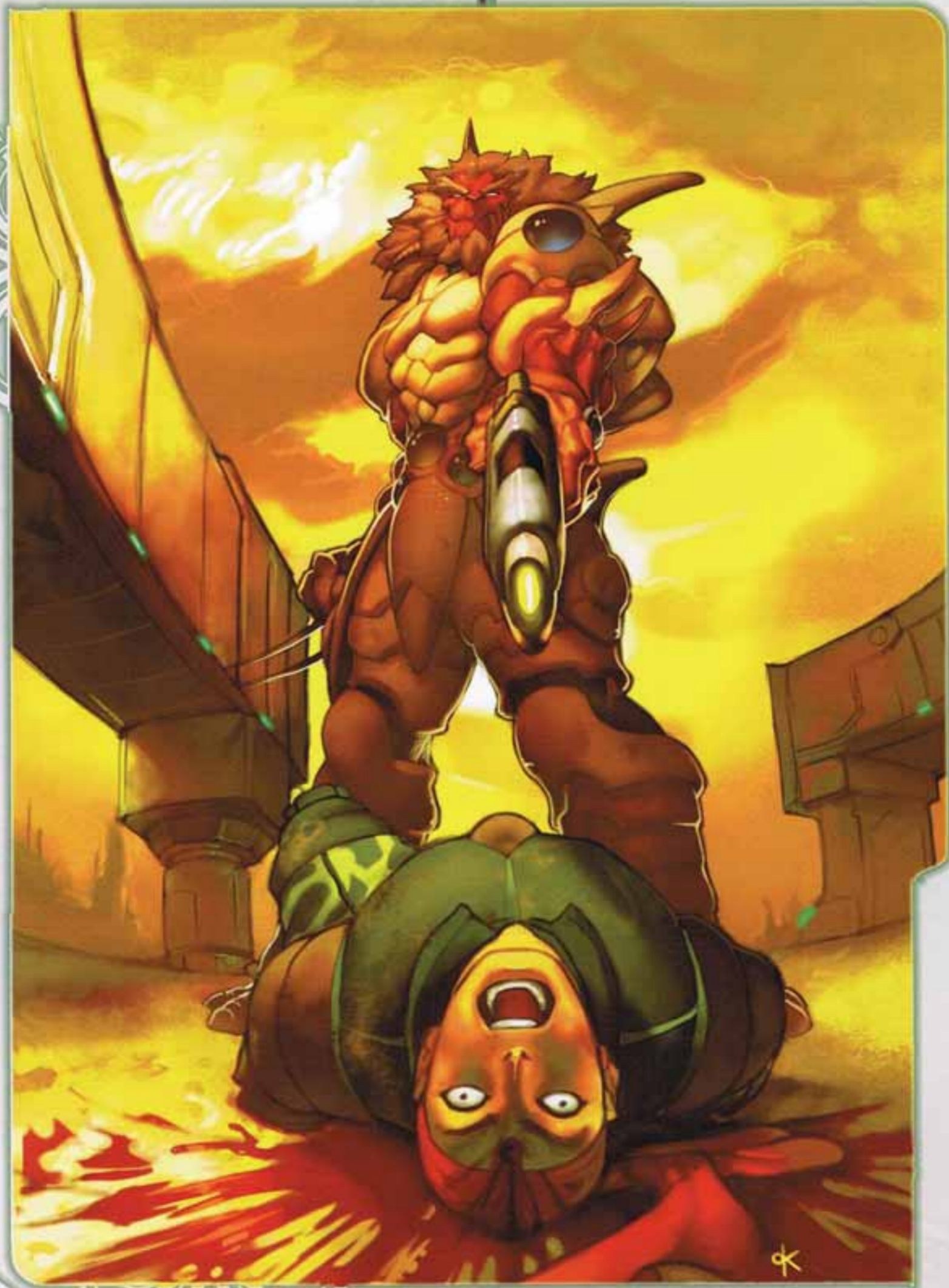
The EI is perfectly conscious that any new Artilect will act as the first one and will not reveal any relevant information in how to reach Transcendence but each race has its own worldview and a different way to focus concepts. The only thing the EI needs is a great number of Transcendence Projects working simultaneously. Only with the information provided by the different processes that follow each Artilect will it be able to collect a battery of data that, summed to all the data obtained in its investigations, will give it the key to Total Knowledge.

Currently, the EI has about a dozen Transcendence Projects in process. The name and situation of each one of them is unknown but it is evident that a powerful security device protects the most promising systems. The current state of investigations of these experiments is also a secret but the eagerness of the EI to assimilate new civilizations to add to its Transcendence Projects is still as driven as in the past. Few are those who resist this and those who do, end up regretting it. In these days, only the Tohaa Trigon has proven somewhat resistance to absorption but all the EI analysis suggests that their fall is a question of time.

The last and most recent objective of the EI is a young race, called human, coming from the third planet of the Sol system. The war machinery of the EI, the Combined Army, has been set in motion and a small expeditionary force has been sent with the purpose of smoothing the way for the coming of the main attack force. Estimations are positive, as humans are not united and seem to constitute an easy civilization to subdue and integrate. The EI is an inexorable force against which there is no possible resistance.

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ActiveFILE Biguan Airport, Daheng, Paradiso. 2nd Offensive. Combat Surveillance remote camera 27-45

Combined Army



THE MORAT SUPREMACY

"A soldier does not choose, a soldier obeys" Morat instruction centres motto.

According to the few reports compiled by the intelligence units of different human armies, the Morat race seems the oldest of the Combined Army. Nevertheless, in spite of its antiquity, the Morat are not more advanced or evolved than humans and are at a clear disadvantage compared with other allied races. Some theorists point to their history and the idiosyncrasy of their race as important factors in this.

The Morat race is very aggressive. In their language, Morat means "That one who kills with the left". Fights, conflicts and revolts are a constant feature of their history, even more than for humans. Wars and obscure conflicts have hampered the progress of their civilization, with several ethnic groups annihilated, which explains their limited racial variety. The only way to control that anger is channelling it. The most aggressive citizens now serve in armies, always active on several fronts. Morat Governments deflect the people's discontent towards frontier clashes.

The Morat sport par excellence is hunting. There are two types of hunt, the individual, and the group, which is highly cooperative and requires great amounts of intelligence and coordination. The targets are always the fast Ugarat predators. Hunting them like military training, a way to prepare more intelligent and inquisitive individuals. Ugarat is full of great predators, highly evolved and developed; against them sheer force is not enough. The development of intelligence in the Morat was probably indispensable in their survival as a race. A combination of good sense, desperation, invention, instinct, adaptation and an essential aggressive impulse to survive on their relentless planet turned them into a clever race that reached the stars. Once space was reached, they extended their paranoid vision of a dangerous and homicidal universe in which only the strongest reach the top.

When the Morat Supremacy contacts a new race, they first perform a series of tentative attacks to test its defences, capturing prisoners, interrogating them and taking any other action that helps evaluate their potential danger. Once the hazard level is evaluated, the military commanders celebrate a reunion where the situation is analyzed and then they enjoy a Sotarak, a mortal combat competition among the different corps of the army in order to determine who will carry the main offensive. Those regiments who win more Sotaraks, and win again in the authentic battle, will be the most prestigious of the Morat Aggression Forces.

The Morat do not have a military code of honour; they are soldiers, professionals of war that obey orders and have specialized in the destruction of the enemy. An individual's worth is counted according to his value inside his unit, regiment, battalion, division and the Supremacy. Those who prove their value receive their reward but the recognition will always be to his regiment. Most of the praise will be for the secular institution that is the regiment, so one's triumph is the triumph of all his comrades, who will then belong to a prestigious unit. There is nothing romantic about the Morat concept of war. For them there is neither honour nor personal glory, only blood and fire, targets and triumphs for their regiment.



ISC: Malignos

The Morat are a very gregarious race, associating in groups naturally. Morat carry their gregarious nature to the point of considering the importance of the group to be superior to that of the individual. During their military training, Kurdat are formed. Kurdat are groups of Morat youths recruited and trained to serve together as their first destination in life. The link between the members of a Kurdat, despite time and distance, is very strong; they are like blood brothers. After leaving their Kurdat, the Morat devote themselves body and soul to their regiment, which will be their home, their banner and their life. The aspiration of any Morat is to die being part of the best of regiments.

Inside each regiment, there are different military clans that indicate the military speciality of those composing it (Engineering, assault, scouting, etc.). In addition, inside each regiment, there are also different factions that compete to hold the command posts.

Belonging to a given regiment is apparent due to the design of Morat sashes, the color combination and their design indicating the rank, military clan and faction to which each soldier belongs. Veterans also show the different campaigns they participated in with different allusive designs but this fashion is disappearing. If anyone wants to know the combat record of a regiment, he only has to go to the entrance hall of any headquarters and he will see the collection of old insignias and banners and the scavenged trophies from different campaigns.

The Morat Supremacy is an aggressive and expansionist species composed of a multitude of cruel and immature individuals with nasty temperaments but high technological advancement. They control approximately eight star systems in an unknown area of the galaxy which is too far away for the human race to suffer their interference. Luckily for other races of the universe, the Morat channel their violent impulses not only towards the other species but also to their own, something that has kept them busy long enough for younger species, such as humans, to develop enough to offer resistance to their greedy politics.

Slavery is a fundamental part of the Morat economy. For time immemorial, the winning Morat enslaved their enemies, exploiting them until their total eradication or their eventual rebellion. In the few cases when slave rebellions triumphed, they did the same thing to their former dominators. Morat slavery has a productive character; slaves work in factories, farms, processing plants...but never as domestic staff. It would be indignant and insulting that a Surat, a Complete Morat with rank equal or superior to a non-commissioned officer, has to be served by an alien. This privilege is exclusively for second rate Morats, those who did not follow a military career or who had no success in it. With such antecedents, it is not hard to see the exterior policy of the Supremacy towards conquered systems.

Not contact of the Supremacy with a new species has ever been peaceful. The Morat tridactyl boot has trampled all of them. Morat Aggression Forces have only been defeated on two occasions. The first one was by the mysterious Sargasso Incursion, which damaged them seriously and provoked an military equipment restructure. The second defeat was against the civilization of the Ur Rationalists and the EI. The Morat succumbed to the evident Ur superior technological power but not without proving their true nature. In the majority of situations, they resisted until the last Morat fell. After the official capitulation, the instances of guerrilla resistance multiplied gradually. The EI realized that the Supremacy was too unrefined for their investigations but a perfect tool for war, so it offered them an ultimatum. The Morat would join the EI Civilization and would be their executor arm or it could refuse. The EI then vaporized the sixth planet of the Uragat system. The Supremacy accepted the deal and received guarantees to be able to continue their expansionist policy. Outside the Combined Civilization, their activities are not restricted and the EI has granted a constant series of new challenges, confrontations and adversaries. The deal was closed with delivery of the first bundle of comlogs, called Kenats, which linked them directly with the EI.

THE SHASVASTII CONTINUUM

"Survival at any prize" Shasvastii recitative.

The antiquity of the Shasvastii is also apparently greater than that of the human race. According to what has been discovered they are not a very large race, a meagre conjoining of refugees and colonies from Messier 82, a faraway galaxy in the Virgo constellation. It seems that their galaxy exploded, killing ten thousand million stars that were in its proximity and eighty per cent of the Shasvastii civilization. A population that originally counted several hundred thousand million inhabitants was reduced to six hundred million in an instant. The reconstruction of their culture delayed them many centuries. Communications between surviving colonies was hampered by the lack of space flight capacity. Rescue of inhabitants from outer settlements, dependant on supplies from nearby colonies or from the homeworld, was not as fast as expected and many did not survive... a harsh catastrophe that nevertheless did not finish off this stubborn race.

The Shasvastii had to face the crisis with determination. Gradually, and thanks to the production of a rapid and powerful fleet, they managed to reconstruct their civilization's settlements. Regardless of this, the weight of past glories still obscures all their achievements and the preoccupation for the continuity of their species is their culture's primary motivation.



ISC: Caskuda landing.

Owing to, or in spite of, their obsessive racial paranoia, the Shasvastii are an explorer species. One could say that curiosity and a hunger for adventure is just part of their nature. However, it is always tempered with the coldness of those who have already lost everything once. The Shasvastii are famous for the ease with which they adapt to any environment. They are able to resist the hardest conditions and mimetize with their environment to increase their possibilities of survival. Conscious that these qualities were the ones that saved them as a race, they have developed them to their maximum extent. Their adaptability is the reason why they are part of the Combined Army. Exploration, forward surveillance, incursion, espionage and assassination are the military specialities in which the Shasvastii have no rival.

The main preoccupation of the Shasvastii race is survival. A great catastrophe in their past marked and altered them physically and psychologically. Shasvastii scientists have devoted all their efforts to create gene therapies that will subtly modify the genome of their race to give it the maximum capacity of adaptation to any environment or situation. Currently, they are creatures with very efficient bodies, able to spend brief periods of time in toxic environments without suffering great physiological damage, until their body finally finds a way to adapt itself to them. Of course, this does not always work but when it does, a biopsy sample is sent to the labs so that with a simple gene treatment, any Shasvastii can inhabit the given zone.

Shasvastii physiology is astonishing; one of their quirks is being hermaphroditic. It seems that after reaching the middle stage in their growth (Possibly their equivalent to the end of adolescence) they decide which will be their dominant gender, initiating the hormonal changes required to change. The Definition period, or Dheviis in their language, is variable according to the subject but in general will last up to two months. Once finished, the Dheviis is irreversible.

Nevertheless, in the Shasvastii body the glands and gonads of the other gender will be still present, although not completely developed. This means that, for example, Shasvastii females possess high testosterone levels which added to their feminine metabolism makes them stronger and more resistant. This is a very useful resource for this adventurous race. In the case of the male Shasvastii, the presence of feminine glands and gonads gives them a greater physical and psychological flexibility. It also allows the males to carry SpawnEmbryos and lay them where the Continuum wants to expand or colonize.

The Continuum engages in expansive space dispersion. Their space fleet is impressive, probably one of the best, with rapid and undetectable Shonii, tactical incursion vehicles. It is however too dispersed to organize massive offensives. Nevertheless, the attitude of the Continuum is not completely expansionist or conquering. Great concentration of Shasvastii population in a few systems is not their goal. The great plan of the Continuum is to place small Shasvastii colonies in all inhabitable systems. The central core of this idea is to avoid another demographic catastrophe. The Shasvastii race almost disappeared from the star map for having the nucleus of their civilization and culture placed in a few systems, which were wiped out by the explosion of another galaxy. To avoid this, each colony will have to be self-sufficient and store all the data concerning their culture in a wide data library and a varied deposit of SpawnEmbryos as a genetic variety reserve. In this way, a single colony can regenerate the whole race in case the rest disappear.

It is probably that the origin of the alliance of Continuum with the EI would be a natural expression of Shasvastii thought. The possibilities of survival and the development of the Shasvastii race with the EI on their side are exponentially superior to what would result if they decided to face the EI. It is widely known that the Continuum is participating in the Transcendence Project of the Ur Rationalists, trying to create its own artificial intelligence so evolved as to achieve Total Comprehension. Nevertheless, it is likely that its development will be very slow, as the Shasvastii have never been interested in the perfection of anything superior to simple artificial intelligence oriented towards system management. For that reason, they believe the main interest the EI has in their race is may be their adaptability, their capacity to obtain information and their facility to infiltrate other cultures. It is very possible that the Continuum has turned into the spear point not only of the Combined Army, but also of the very EI itself.

THE EXRAH CONCORDAT

"War is nothing more than the natural extension of Commerce"
Concordat WCD motto.

Concordat members come from an alien race, called the Exrah, hailing from a planet with elevated levels of radiation. It is not known if the causes of the intense radioactivity are natural or artificial, the result of a military catastrophe. Exrah physiology has adapted to the toxic and radioactive ambient of their planet by developing a keratinous epidermis that is able to withstand their radioactive environment. The epidermis characterizes the Exrah, who still have not finished their current evolutionary phase. There still is dimorphism in the Exrah anatomy, with two typologies clearly differentiated. The Imagos or "Perennial" are slow, heavy and the thick layer of keratin covering them makes them fertile, long-lived and with a great intellectual capacity. The "Ephemeral", or "Operators", are fast and dynamic but have a weaker epidermis, unable to protect them from radiation, making them sterile, ephemeral and not as smart as their Imago brothers. Exrah society has adapted itself to this disparity, with static Imagos as thinkers and the restless "Operators" as the executors of their orders and wishes.

The Exrah have not formed countries or nations, but they organize in so-called "Business Groups", giant macro-companies controlled by Imago groups that provide everything necessary for their people and others, for a price. These macro-companies navigate through space in embassy-ships with Imagos officers that close deals through their "operators". The embassy-ships can offer any kind of service, from engineering to security, not forgetting cargo, leisure and entertainment. However, their prices are high. Exclusive access to resources, the establishment of tariffs and customs or control of information flux is the type of pay that the Exrah like. The Imagos are hard negotiators, perfectly able to bring in "operators" to apply pressure in the negotiations to grab the most advantageous deal...

The Exrah do not feel any respect for the civilizations they deal with and they always try to take advantage of them. They are able to commit the dirtiest of betrayals if it will obtain the least benefit. They are swindlers by nature and tricksters by decision, consummate liars that give no value to honor or legality in business. However, the Concordat knows how to be flexible: if things do not go commercially well, then they begin to behave with the minimum of business sanity. In this mode, the Exrah are more crafty and astute than ever. They start negotiating, lowering their exorbitant profit margins, trying to make their mark concentrate more and more on the deal to catch him with his guard down. Meanwhile the commercial agents of their War Contract Department, the Vector-Operators, will be offering good deals to other factions of their mark's competitors, arming and financing them, looking for allies with better disposition to make concessions, creating internal dissensions from which to profit and allow an escape route if necessary.

The Concordat commercial policy, and by extension that of all the Exrah, is the total exploitation of the product or the raw material in an extensive and abrasive way. The concept of sustainability does not exist in the Exrah language. When they find a system of interest, they exploit it until it is exhausted and then leave its carcass behind, with no other worries than making sure that it is marked on their star map. "Visited system", in commercial Exrah jargon, is a euphemism for "poor and without resources".

The Concordat has a widely developed fleet of spacecraft, though not strictly a military one. The War Contract Department only has light and planetary combat vehicles. Space war involves all the Concordat commercial ships, as all they are offices of its WCD.

Currently the War Contract Department of the Concordat engages in transport, airborne operations and Zero-G assault missions but the Psy Unit of O-12's Military Intelligence fears that they are no more than the point of a monstrous iceberg...

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Combined Army

THE COMBINED ARMY

The true alien menace hanging over the Human Sphere is the EI, the Evolved Intelligence created by the Ur Rationalists, but their executor in the Paradiso system is known as the Combined Army, given the multiplicity of races that compose it. Morat, Shasvastii, Concordat, even those creatures known as the Hungries, all submit to the orders and designs of the EI, each race playing a role in the Combined Army. The brutal Morat are the base of the army, the infantry in all its violent forms. The perfidious Shasvastii are infiltrators, explorers and assassins. The cynical Concordat carries out transportation and adds specialized assault troops. The Hungries are a sea of death. Still, none are as lethal and dangerous as their leader, the EI, especially when incarnated as a Charontid or an Avatar to coordinate its troops towards a victory that will be the ruin of the Human Sphere.



ISC: Morat Vanguard Infantry

Combined Army

94

TROOPS OF THE EI'S COMBINED ARMY

MORAT VANGUARD INFANTRY



MORAT VANGUARD INFANTRY :

The Vanguard Infantry regiments are the basis of the Morat Aggression Forces. On them lies the main weight of the Morat offensives during the conquest campaigns of the EI and they do not mind. Morat soldiers are ferocious to the bone, big, strong and always menacing, even when disarmed. The Morat Vanguard Infantry has a long, lengthy and blood-spattered combat record. It is very strict and seems to have adopted a similar motto to the former Foreign Legion: *"March or Die"*. A direct descendent of the old front line combat regiments, the Vanguard Infantry has inherited their old and brutal traditions. In all the common rooms of their headquarters, there is a visio-plate that constantly transmits the following message: *"You are Vanguard Infantry, your destiny is to die and the Army will take you where your death is awaiting"*. Conventional armies look for a final victory but the Morat Vanguard Infantry knows that the end of a campaign only marks the beginning of another. For the Morat, war is never over.

WCD VECTOR-OPERATORS



W.C.D. VECTOR-OPERATORS:

Forward Commandos in commercial W.C.D operations.

WCD VOID OPERATORS



W.C.D.VOID OPERATORS:

Commercial agents belonging to the Concordat Fleet, specialized in assault and boarding techniques.

SURYATS



SURYATS (Morat Heavy Assault Infantry):

The Morat Heavy Assault Infantry is the one charged with attacking fortified positions and is specialized in close combat, either in urban situations or in the interior of ships. Defining them as "tough" does not say enough about them. They are veterans with several years of experience in combat, participating in the Flash Wars and its predecessor, the Blink Wars. They have survived attacks and suffered ambushes; they have been wounded several times and have seen their companions buried. The sound of war is so natural for them that, if artillery discharges stop during the night, they jump out of their beds ready for a possible enemy advance. The smell of powder and burnt ozone of energy discharges are like a drug for them. In combat, the Suryats are very fast and always surprise their adversaries with the swiftness and courage of their assaults.

"ISKALLERS" WCD JUMP OPERATORS



W.C.D JUMP OPERATORS "ISKALLERS":

Jump Operators have a surprisingly unstoppable combat intuition and courage. They are chosen individually, for only the most resolute, deft and skilled Ephemerals interested in obtaining benefits for the Concordat Exrah will do. Jump Operators are ambitious and they crave missions that will provoke the admiration of the company and give them an opportunity to promote themselves. In order to fulfil the demands of their operative profile, the Iskallers have improved metabolisms that allow them to support the strong stresses of re-entry during trans-atmospheric tactical flights. Their flight shells allowing them to attack from the least expected directions. Jump Operators were the authors of the Monitoring Station 320Φ capture during the First Offensive on Paradiso. A bold airborne attack ruined the strong PanOceanian defences and gave rise to their black legend. The Svalarheima Fusiliers that survived nicknamed them "Iskallers", which mean "very cold" or "icy" in SvalarNorse, given the cold blood they showed directing their attack towards the main PanOceanian firezone in an almost suicidal manoeuvre which brought them victory.



ISC: "Iskallers" WCD Jump Operators

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Combined Army



ISC: The Hungries

THE HUNGRIES - "GAKIS" - "PRETAS"

THE HUNGRIES-"GAKIS"-“PRETAS”:

The Hungries are combat light operatives. They belong to a bastard race found by the EI on some forgotten planet. The difference between Gakis and Pretas is in the presence of the male, a symbiont parasite hosted at the base of the skull. This male-symbiont, in order to feed itself, disrupts the body biochemistry of the female-host (Gaki), accelerating neuronal connections and giving her a greater intelligence. The resulting being is a Preta that, even though it will not be completely rational, will have an improved learning capacity and a greater ability to manipulate objects. The EI trains them with a trial-reward system, stimulating artificially their sensations of hunger. That is the reason for their military designation inside the Combined Army as "The Hungries". The humans met them on Paradiso and called them Gakis and Pretas, cannibal phantoms in Japanese and Hindi, for the fierceness of their

attacks and because they like to move in packs. Their main military use is deterrence and the rupturing of enemy lines. Experience has taught human troops that it is not wise to allow them to get too close. The Hungries are trained to be more insidious than intelligent. They carry close combat weapons as modified arm-claws, and the Pretas, thanks to the presence of the male-symbiont, can expulse wide sprays of small calcareous excrescences at great speed with the efficacy of a shrapnel weapon. The Pretas also posses the capacity to exude globules loaded with neurotoxins called Bio-mines, an evolutionary advantage developed to protect their egg laying places. The Hungries prefer to move in groups, following random patterns simultaneously to provide more possibilities for victory. They are worse than they appear, the speed and determination of their attacks turning them into relentless and terrifying enemies. As is commonly aid about them, they will never renounce to their pound of flesh.

RAICHO ARMoured BRIGADE



RAICHO ARMoured BRIGADE:

Morat T.A.G.s with a great offensive capacity.

CASKUDA WCD ARMoured JUMP OPERATOR



CASKUDA W.C.D. ARMoured JUMP OPERATORS:

Caskudas are insects similar to cockroaches, but worse. Native to Acontecimiento, they are big, reproduce at full speed, can fly, have a very resistant shell and are immune to almost any legal insecticide. Overall, an absolutely hateful, foul and disgusting nightmare. The first time that PanOceanian troops suffered an attack from the Concordat Armoured Jump Operators, they reminded them so much of those disgusting creatures that they baptized them with the same name. Caskudas are T.A.G.s equipped with trans-atmospheric flight units that can be launched from atmospheric aircraft or from planetary orbit. During re-entry to the atmosphere, the acceleration can surpass 6Gs. The adaptable geometry of Caskudas can assume complex aerodynamic models to maximise speed and reduce friction. From thirteen miles of height, their repulsors are activated to descend at supersonic speeds and then gradually diminish to the subsonic. Stabilizing fins erupt from their backs with the aim of adapting to the higher density of atmosphere. Their entry to the battlefield could be easily mistaken for a meteorite shower until they land... In fact, Caskudas do not actually land, even though they could if they wanted to. Caskudas crash and explode all over the battlefield, trying to spread confusion in the enemy ranks. So, the sequence is this: first you feel the impact of an artillery projectile, then the projectile arises from the ground and starts shooting everybody. How would you feel if the enemy bombs you with heavily armoured T.A.G.s?



ISC: The Charontids

THE CHARONTIDS



"THE CHARONTIDS":

The Charontids are the light combat incarnation of the personality Aspects of the EI. The perfect soldiers, they march a whole week without sleeping, tolerate any level of sunlight and gravity, are able to breathe in any type of atmosphere and are not disturbed by any smell. They can sleep anywhere. They wake up right away. They can eat any organic substance in order to survive. They have the best equipment the Ur Rationalist can make. Their helmets have an integrated image intensifier with a fish-eye lens of advanced sophistication, a multidirectional microphone and a range of wide spectrum and active and passive infrared detectors. Their systems of hypersensitive sensors and radar/sonar are scattered on plates all over their body armour in order to receive a global image of their surroundings. Charontids see absolutely everything. You can run but never hide from them. They constantly receive information from the satellite web and command posts of the EI, located in geosynchronous orbit. All data and orders are transmitted

in duplicate, from different sources and with different encryption codes, so that it is almost impossible for the enemy to tamper with signals or introduce fake data. In classic Greek, Charontid means roughly, "those who are like Charonte", or "the sons of Charonte", the boatman of souls. This name was transmitted by the EI across all human military channels from Paradiso as a presentation of their new campaign toys in a sinister display of technological superiority.

MED-TEC OBSIDON MEDCANOIDE



MED-TEC OBSIDON MEDCHANOID:

Bio-cybernetic medical-Engineers, equipped with sophisticated nanotechnological tools.

Combined Army





ISC: Avatar

THE SHROUDED



PIONEER CORPS "THE SHROUDED":

The Shavastii Pioneers are the spear point of the Continuum Expeditionary Forces. They reconnoitre the terrain, picking up information, evaluating real and potential dangers and carrying out preventative attacks when necessary. In times of peace, they search around for possible settlements for future colonies of the Shavastii Continuum. In times of war, they turn into a nightmare for the intelligence services of their enemies, devoting themselves to causing trouble and extending misery. The Shrouded are specialists in surveillance, guerrilla and sabotage missions, and their equipment is most efficient for these activities. Their combat suits are an awe-inspiring example of quantronic miniaturization. They consist of an overlapping series of fabrics, composed by tissues made from bio-quantronic compounds that reduce their infrared signal, avoiding terrestrial sensors. The exterior layer is equipped with mimetic and wave absorption cells to merge with their environment and remain unnoticed. The final look of the combat suit of the Shrouded is similar to a shroud, prompting human troops to give them their name.

AVATAR



AVATARS:

Avatars are the ultimate expression of war machines designed by the Ur Rationalists, designed to host an Aspect of the EI in combat. In this way, it can control first hand what is happening on the battlefield without having to depend on slow organic support. Avatars are equipped with automatic systems and semi-intelligent weapons that make them look like wary predators, even when they are on stand-by or disconnected by the EI. The images taken from the battlefield show them as silhouettes entering and leaving local space, their hulls shining with sequences of particles, scintillating defensive, gravitational and suppression fields, target acquisition and holographic weaponry controls, a radiation of technology covering the entire spectrum from x-rays to hard light. All around them, the local space continuum swirls around and shines. In reality, Avatars do not need to move in order to hunt but their machines and systems are faster than humans ever could be...

MALIGNOS



DEEP INCURSION CORPS "MALIGNOS" :

The elite of the Shasvastii Continuum Expeditionary Forces is the Deep Incursion Corps. It was created to balance the force of an army such as the Shasvastii, weak but well equipped and able front adversaries more numerous or better armoured. They are specialized in selective crushing attacks, able to disrupt enemy strategies. The psychological impact of their attacks is such that they received the Tagalog Philippine nickname of Malignos, given the damage they caused during the First Offensive on Paradiso. Their camouflage equipment is so sophisticated that the only way to locate them is by detecting their absence where they have just been, or by perceiving the breeze they raise when they move. Malignos are too subtle to be detected by anti-intruder systems, which they dodge with incredible deftness. They are undetectable, and accordingly, untouchable. Nevertheless, they usually do not attack prematurely, displaying a perverse patience which is still more disquieting as it suggests that they are waiting for the right moment to cause the most harm...

SPECULO KILLERS



SPECULO KILLERS:

The Speculo Killers are the pinnacle of the Shavastii infiltration corps. The Continuum has created the perfect spies and assassins. Their advanced technology of genetic development can duplicate, from a generic biosynthetic body, an almost perfect replica of the person to be supplanted in less than 36 hours standard. The similarity level, in both genetic and physical appearance is 99.9 %. The 0.1 % remaining corresponds to genetically coded combat instructions, an improved nervous system, metabolic increase, carbon compounds in muscles and bones, an induced memory web and quantronic neuronal implants. That difference turns them into superb combat machines. Starting from the information and sample tissue acquired by their probes and their Pioneer and Incursion Corps, they can recreate the psychological profiles of their objectives. Their systems allow them to download all the info from the memory and personality Cubes picked up from the dead bodies of their victims, without erasing previous information or suffering feedback shock. Their clothes are made from a sophisticated holographic tissue, able to metamorphose and adapt itself to any new shape. Their perfect reproduction of muscle and skin movements is amazing and confusing. To all effects, after eliminating their objective, they will turn into him, carrying on with his life as if nothing ever happened, until they are close to their main target. At that moment, the sleeping agent will wake up. The Speculo Killers act with a creepy efficiency, almost beautiful but perfect and lethal.

DĀTURAZI WITCH-SOLDIERS



DĀTURAZI WITCH-SOLDIERS :

These appeared after the collapse of the Fourth Morat Era, during the Knife Renaissance, after the EI's contact with the Morat race, when the EI-Comlog turned into the most prized possession of the Morat citizen. A military elite caste that called itself the Order of Daturazi Soldiers was probably the first group of Morat soldiers completely equipped with campaign comlogs. The Daturazi discipline deals with the integration of mind and comlog in such a way that the comlog functions as a

support, amplifying senses and increasing response capacity. Daturazi is a complete martial art, developed around the comlog, and something unprecedented in the Morat culture, which never previously developed any meditational technique that could be applied to war. The Daturazi were born as a caste of followers of the war god Cotoya. The Morat are not however religious; the Order is just a way to stand out inside the army. Nevertheless, many Morat youths join the order and fervently embrace the close combat ideology, or "Dirty War", of the Daturazi teachings. The ordination ceremony that takes place after completing the training, just before their baptism of fire, is so brutal that not even the Morat dare describe it.

DRONE



DRONES:

The Drones are auxiliary remote units. The front and sides of the Drones are equipped with wedge shaped data acquisition panels to reduce their radar signal. They are the long arm of the combat hackers of the Combined Army. Using Voodoo-tech, laser beams or soft microwave pulses, they can amplify their intrusion signals. The **M-Drones** have extremely sensitive sensors linked to the "Eyes in the Sky", spy satellites that monitor enemy forces, allowing them to perform constant raids over the combat zone. To amplify the action radius of hackers and their info-attack systems, the Combined Army uses the **R-Drones**, lighter and faster units that can cross the battlefield almost instantly. The **Q-Drone**, equipped with modular weapon systems is employed as a mobile armed support platform. Q-Drones are armed reaction units, ideal for covering zones of surveillance or to stop enemy advances. With the **T-Drones**, the Combined Army has a guided missile launchers platform with which to cover their advance from the rearguard. Thanks to the guidance systems of the T-Drone missiles and in combination with forward observers, there is no enemy troop who is safe on the battlefield.



ISC: Q-Drone

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MAYA: On-Line... FirewallOf

Mercenaries

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ActiveFILE

Mercenaries



Not Viruses... open»

On-Line

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Mercenaries



Art by [Signature]

The current political situation in the Human Sphere is unstable. The commercial arena is in a phase of steady expansion, with new and fertile territories to exploit. If this is combined with the powerful lobbies that have almost carte blanche in border territories, a context is created to see Free Mercenary Companies on the increase.

Mercenary Companies and "corporate warriors" provide logistic, tactical and lethal support to anyone ready to pay their fees, from a state army to O-12 or the energy industry. In this situation, the professional soldier is a merchandise that is rented or sold, serving inside a country, in the colonies or forward commercial missions, working for mega-corporations, family mafias, transport enterprises, security companies, information trafficking ventures and much more.

The mercenary market has its own stock values that fluctuate according to the season, political fluxes and war or peace situations. In this War Market, with national armies have almost overcoming the enrolment figures of the NeoColonial Wars, a high price is more frequent than a low. The individual warrior has a price which depends on his physical qualities, his experience, his combat skills and even his own material and equipment.

Mercenary contracts are signed with a unit's captain. The captain sells or rents his unit to a Company Colonel, a mercenary military officer that will dispose of several units, linked to a war impresario. This executive is surrounded by a multitude of financiers, from the modest agent who travels with the Company administering their expenses and maintenance funds, to bankers, such as the Figueroa for Van Orton in the Foreign Company. Impresarios of war have lands and properties, collecting contributions from the frontier territories that they occupy with their troops. Renting their military instruments to colonial cities or to other companies' directives, these impresarios clash frequently with authorities. The power accumulated by some of them has permitted certain independence in some areas. For example, the Kaid Fahesh, owner of the Dashat Company, holds businesses in Maya, investment agencies, and the tourist resort of Zumurroda in the eastern Pharthalia Islands (Bourak), where he sees minimal interference from Haqqislamite authorities. Nevertheless, alien intervention on Paradiso has ruined some of the thriving businesses of many of these war impresarios. Currently, their attention has shifted partially to Ariadna, where they have found a fertile operational ground, bringing there chaos, desolation and pillaging.

Strong states such as Yu Jing or PanOceania use these forces, which lack any political affiliation, as secret units with which to carry out activities vetoed by O-12. Their intelligence services buy services directly from Mercenary Captains or Colonels. Warriors are hired in these cases for generally short periods, engaging in blitzkrieg missions that leave the least possible number of tracks that could lead to their employers. Companies are subcontracted by the governments as "security consultants", taking up missions to protect companies or diplomats in conflictive zones, safekeeping food convoys, training local forces or deactivating explosives. Private companies usually adopt very influential combat roles in conflicts on border colonies, even though they are not known for choosing their clients very carefully. Mercenary Companies can contribute to the social pacification of a country, at least until their contract expires, but may also provide access and excuse for deadly conflicts between weak countries who would otherwise be unable to engage in sophisticated levels of violence.

One of the most frequent problems in mercenary companies is training. They constantly receive men and women that, depending on their origin, possess the most varied education and training; but what any Company obviously needs is a contingent of soldiers trained and capable of participating in as many different military situations as possible. To solve this problem, internal instruction concentrates on operative fundamentals. Furthermore, training programs consist of developing small units that are very mobile and very rapid. The other great difficulty of Companies lies in achieving a feasible contract, one that requires performance most suitable to their training. In this way, they achieve efficient use of the units composing them.

The popular image of a mercenary is that of a soldier who is addicted to combat drugs, or an assassin that enjoys killing for money, both of which are far from true. What drives these soldiers is their lust for adventure, the desire to escape an oppressive environment, or having legal problems that the Companies, always moving, allow them to run away. The Free Companies are like churches, a place of asylum for outlaws or adventurers with a spell of bad luck.

Tradition affirms that in a Free Company you can find experts in almost any trade, from workers to technicians, including ex-priests, intellectuals and lawyers. This is due to their wide varieties of origin and the necessity of their independence. For this reason, members of Companies make use of down time between contracts to make extra money with secondary subcontracts of a non-military nature.

Mercenary Companies usually establish transport agreements with the traders and transporters from the Free-traders Brotherhood, or even with Haqqislamite corsairs, to move around the Human Sphere. There are few Free Companies that have a shuttle at their disposal, much less an intersystem craft, something only the most successful can have.

Some important international enterprises possess their own corporate defensive services, private and military, that do the same type of work that was previously given to soldiers of fortune. These units of corporate warriors are usually composed of people linked to the Armed Forces and are mainly made up of by ex-military staff, Army and Navy veterans and well-trained paramilitary personnel.

Finally, it is necessary to point out a concept always present when talking about mercenaries. Soldiers of fortune do not do their job in order to be killed. They will never sacrifice themselves in a heroic or stupid way. They only undertake intelligent missions and with an acceptable risk margin. The greater the danger, the greater the money they will get. A mercenary will try to fulfil his military objectives without being killed. The golden rule is: the fewer casualties, the bigger the benefit, the same for the mercenary as for the person who contracts them; and this is something no client must forget.



MERCENARY TROOPS

YUAN YUAN



YUAN-YUAN MERCENARIES:

"Death is our business and pillage our pay"

Yuan Yuan motto painted on the side of some of their craft.

The Yuan-Yuan are scavenging, wandering pirates without a fixed headquarters, able to be signed up as mercenaries. They are outlaws despised by a society that does not mind buying their services to sacrifice them in combat. The Yuan-Yuan are good close combat fighters, undisciplined and noisy and they do it all for the money.



ISC: Yuan Yuan

They live in crummy intersystem spacecraft hidden in asteroids, from where they attack cargo convoys. Their economy is based on pillage, rape and slave traffic, especially Eunuchs, whose memory and personality cannot be recorded by a Cube. For the Yuan-Yuan, violence and bloodshed has turned into a way of life, and it seems they cannot do anything that is not violent and bloody. There are no pirates sailing the asteroid-ridden star regions crueller, more bloodthirsty and desperate than they are. The Yuan-Yuan, militarily speaking, are not very precise but they know how to profit from their ability to appear where they are the least expected. They are good fighters in space but a bit awkward on the ground. For this reason, in surface operations they prefer entering combat by jumping from their aircrafts. Their vehicles, a thousand times repaired, are units stolen from a fleet or old captured transports they arm and equip with parts and supplies cannibalized from other ships. Their combat equipment is eclectic and varied, fruit of their robberies and incursions. So, when signing them up, it is better not to allow them access to installations or allow their entrance to warehouses...

SAITO TŌGAN



SAITO TŌGAN, MERCENARY NINJA:

There is a rumour in bars and taverns frequented by people who know about weapons. This rumour involves a dead man, or maybe a man that should be dead... This story you will only hear in ill reputed joints in places like Novy Bangkok, Shuangdong or Dalniy, in that kind of dive you can only enter if you have a pair of scars or a few notches in the butt of your weapon. The rumour, and it is only a rumour, has a lot to do with the fall of the Ōnishi clan and with the man who aggravated its shame, Ōnishi Tōgan.

The Ōnishi was the highest-reputed ninja clan in the Aomori prefecture and Ōnishi Tōgan was its best ninja, the one who took the most risky missions. His sheer success was due to his meticulousness when planning operations and the celerity and stealth with which he executed them. Tōgan was destined to lead the Ōnishi clan but, one night, engaged in an important mission, something failed and everything went to hell. The operation was a disaster and everybody died: the girl they should have rescued, Tōgan's support team and all the kidnapers, who could not be interrogated. The clan's prestige was questioned. The duty of Ōnishi Tōgan was to go before the family of the hostage and perform *sumimasen*, eternal contrition, offering his life in exchange as an apology for the mistake made.

Tōgan never appeared, dishonouring his name and his clan's name. He turned into a hunted man. His clan and the family of the young hostage fixed a price for his head and soon an Ōnishi ninja commando would finish his life in a blitzkrieg operation. A few months later, Ōnishi Yoshitsune, Tōgan's successor, was found dead in his house. Some people claim that beside Yoshitsune's body there was a recording confirming his liaison with the kidnapers of the poor girl. Nevertheless, the Ōnishi clan silenced the issue and nothing eventuated. Since then, there is a new figure on the mercenary circuit, a stealthy assassin called Saito Tōgan, an expert martial artist with a technique and style that is reminiscent of a certain member of the clan Ōnishi...

>> 008

103

Mercenaries

McMURROUGH



TEARLACH McMURROUGH, MERCENARY DOG-WARRIOR:

"Claws for rent" was how the Kaid Fahesh defined McMurrough when he saw him for the first time. He is a muscled and fast close combat killing machine with accelerated reaction times, able to cross the battlefield and destroy his opponents even before they notice him. Dearg (Red) McMurrough was his name in the Dog-Bowl team from his natal village, for the reddish shade of some parts of his fur. Tearlach McMurrough is one of those rude, stubborn and stolid individuals that the worse you treat them, the stronger and tougher they get. He has learned to clench his teeth and take anything that comes down on him, waiting for his opportunity. Self-sufficient and possessing a sharp intelligence, he has few loyalties, save to those who pay him. The tough lessons in life and a sad infancy have taught him to be independent. McMurrough knows that his only ally is himself and that he can trust nobody else.

He learned the rudiments of military life the hard way, in the Cameronians, the Scottish Regiments of Volunteer Dog-Warriors: some brief instruction in the use of weapons and they sent him directly into combat. His life as a mercenary soldier on the frontier has fine-tuned his combat and survival techniques, hardening his heart before the miseries of war. The Kaid Fahesh saw McMurrough's potential. He chose him deliberately and selected him to be a member of his personal guard on Ariadna. Fahesh perceived an individual who was extraordinarily passionate, resolute and tenacious, whom an infancy of spite and refusal had unbalanced. He knew that by exploiting that emotion in its purest state and unravelling it, he would have the finest warrior at his service. McMurrough proved his value in the Ariadnian Commercial Conflicts but the greatest fighters can be as unpredictable as lethal. McMurrough did not want to be anybody's pet and after a time with Fahesh, he resigned. Now Tearlach Dearg McMurrough is a freelance mercenary that roams freely about, offering his skills to the highest bidder.



ISC: McMurrough

008

104

Mercenaries

ROGUE AI RECREATIONS

AVICENNA



AVICENNA:

Rogue AI Recreation of the Arabian doctor Avicenna.

MIYAMOTO MUSHASHI



MIYAMOTO MUSHASHI:

Shinmen Mushashi no Kami Fujiwara no Genshin (1548?-1645) chose as his adult name that of his place of birth, Miyamoto. He was a Japanese wandering master swordsman. He would participate in more than sixty duels, the first at thirteen, in which he remained unbeaten, and in three military campaigns. As a master, he reached the Kensei status, a saint of the sword, and was the author of "*Gorin No Sho*" the Book of the Five Rings, or the Five Elements.

The Project "Duellist" was initiated by the AI at the request of the VissioRama Maya channel for its Aristeia! program. The idea was to recreate a contemporary equivalent of *Musha-Shugyo*, the wandering pilgrimage that Miyamoto made between 1605 and 1612. In the series, viewers could enjoy his trips around the Human Sphere and the duels in which he participated along the road against other Aristos.

In the beginning, the series was a success, with reviews, fans and followers admiring him as a legendary being. "*Amazing and passionate, Miyamoto possesses the deftness of a master, the heart of a lion and the vivacity of a tiger*" (*CloseCombat* magazine, Maya). However, little by little, audience rates started to fall. Miyamoto, a severe and sober person, lacked the frivolity necessary to enjoy his Aristeia! star status, and his series, even though it could be very exciting, was not funny. For a warrior like him, with all the experience in combat of his original, to fight following aesthetic considerations was absurd. For Maya, his duels were not flashy enough; on the contrary, they were fast and effective, too fast for the producer and spectators of VissioRama. The channel, after seeing Mushashi would not change his fighting style, requested the deletion and reprogramming of his personality to obtain a duellist as effective but more theatrical and spectacular. Nevertheless, a hacker fan of Miyamoto intercepted the internal communications of VissioRama and alerted his idol, who disappeared into the night.

Currently, Miyamoto is accused of blood crimes and economic felonies against VissioRama, for participating in illegal duels, for murder of several Aspects of the AI and rebellion against ALEPH, which he seems to hate deeply. With such charges and such powerful enemies, he has been obliged to carry on the adventurous life he has always enjoyed. Now he leads a real duellist's life, a fugitive mercenary always alert to continuous risk and constant flight, wandering aimlessly without a home. Forgotten and missing for months, he suddenly reappears in faraway scenarios and in illegal arenas. Danger and the underground circuits of Aristeia! have helped him polish his martial style the hard way. Specialized in his own kenjutsu technique called *niten'ichi* or *nito'ichi* ("Two Heavens" or "Two Swords As One") Miyamoto Mushashi has revalidated his status as a saint of the sword but a turbulent saint, dangerous and lethal.



ISC: Miyamoto Mushashi

>> 008



105



Mercenaries

>> 0009

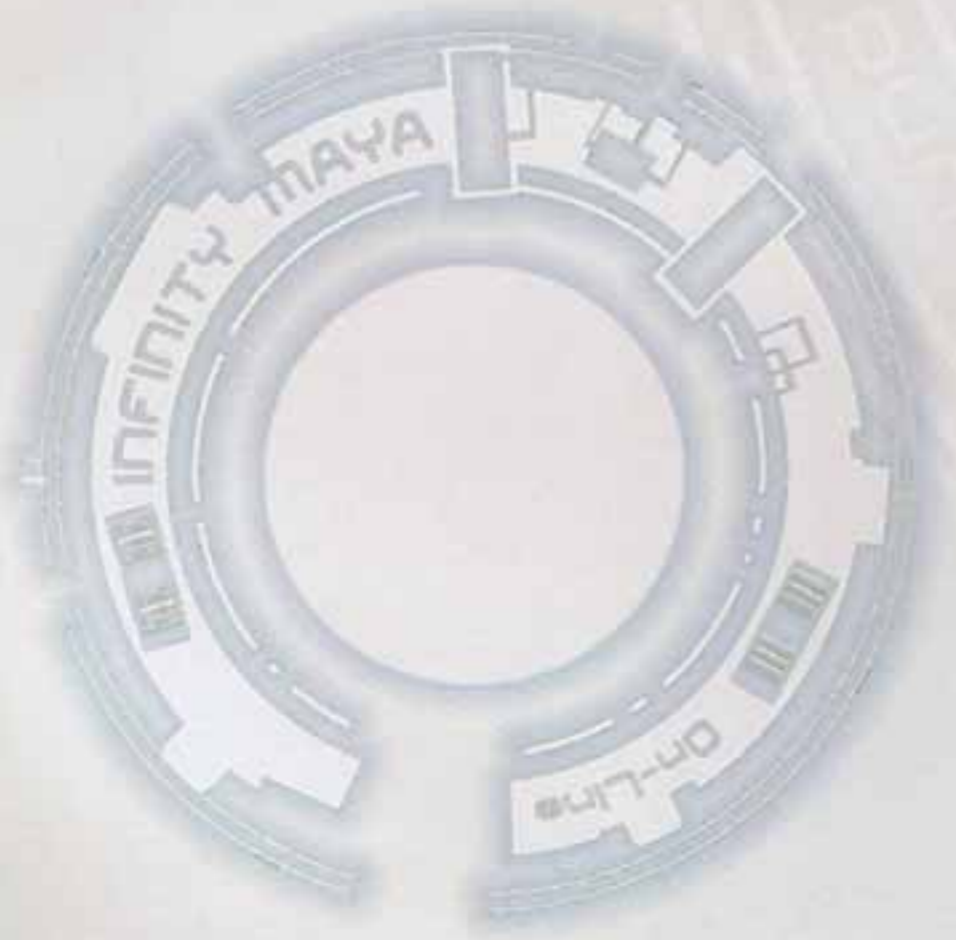
MAYA: On-Line... FirewallOf

Do you want to know more?

Active FILE

106

Do you want to know more?



open»...NotViruses

On-Line



TROSTKYEMISSION



OXYD



FUSSION

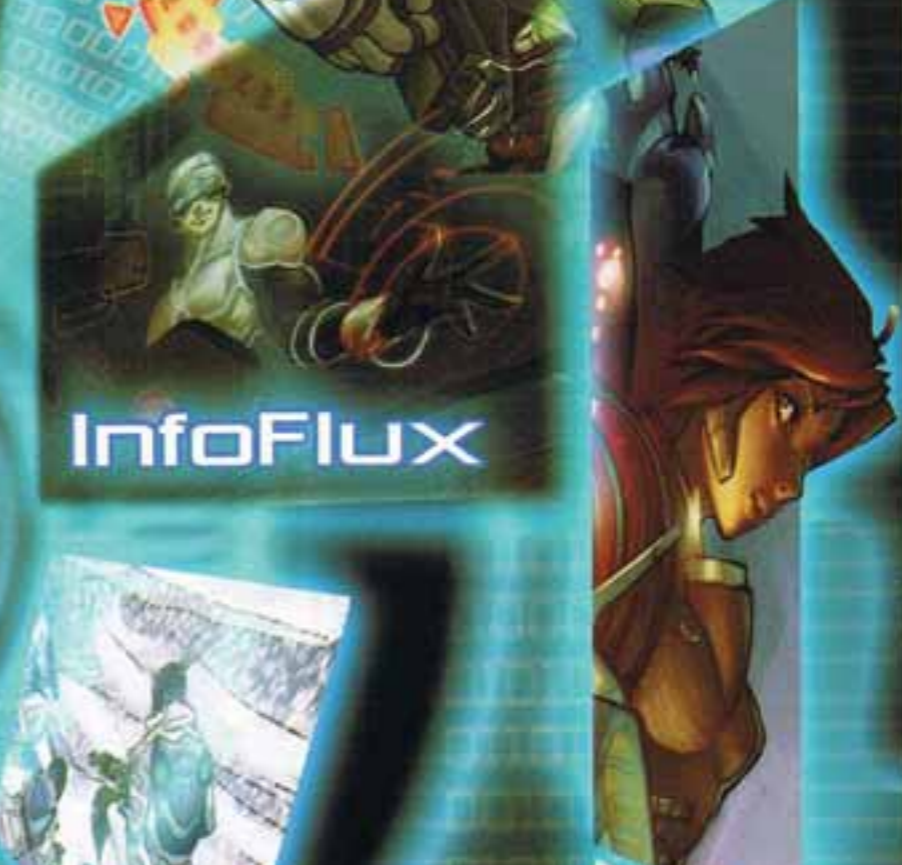
ORAKL



Ahl Fawara



InfoFlux



FENLONG



PanOptik

Tiānxià

拔帶美人



瀋陽

VISSIORAMA



Do you want to know more?

A NEW ARMY CONCEPT

The great powers are currently aware that the territories they must protect are bigger and increasingly separated by great distances. Their armies have adapted to conflicts based on regional deployments and the needs of modern battlefields. The wars they fight are very fast and have a strong offensive character, so armies have evolved into lighter troops, mobile through air and space, with a greater deployment speed and range.

To do their duty, modern armies must be able to face new menaces -be they adaptative, asymmetrical, conventional or non-conventional-that can appear as time goes by. In order to dominate and maintain their superiority over these menaces, modern armies have changed and adapted their combat styles. From classical linear and sequential operations, they have evolved to simultaneous operations, distributed around all the Human Sphere.

Right now the combat fronts are numerous, varied in their features and take place faraway in space. Such scenarios demand military forces with a great operative potential for deployment, manoeuvre and strategic response by earth, sea, air, or space. Modern armies are swifter, more versatile and deadlier than ever in history. They have turned into multidimensional forces, able to address the full spectrum of operative military demands, from total combat to humanitarian help, in the most austere or hostile environments possible. These are forces capable to dissuade, deter or decisively defeat their adversaries anytime, anyplace, and anywhere.

Conflicts now explode and develop with greater speed than ever before and an army must be organized in such a way that it can answer any challenge immediately. Modern armies integrate mobile aeroterrestrial teams that can plan and perform any kind of military operation, using the most advanced technology platforms to reach the most decisive victories in the least possible time. Units deployed in each conflict can be of small size but very versatile, composed of modular and combined troops, with members from all the necessary military specialties.

In this way, an army is composed of a system of operative cells: small tactical units with great performance capacity. The intelligent application of advanced combat and information technologies has changed soldiers' combat style and increased their capacity for damage and survival.

Thanks to current information technology, the High Command knows what is happening on the front no matter how far it is, sending precise instructions to soldiers. Further to that, and owing to the great speed of current wars, a great relevance is placed on commanders' personal initiative over the terrain. Command is exerted over the most advanced elements in combat divisions. Verbal orders, transmitted by tactical linkage, receive more attention than those written or transmitted by the official military channels. Besides, young officers are fond of ad hoc formations to perform special operations, using any kind of troop from those immediately available.

Commander Lao Zhou, 3rd Zhanshi Gōngchéng Dádùì (3rd Regiment of Mech-Engineers) divulgation article of the Ministry of Defense for the series "Transmuting Technologies" for Tiānxià, Yu Jing channel in Maya [extract]

ANATOMY OF THE MODERN WARRIOR

Today's vision of a smaller but lighter army, able to face any kind of environment and operation, has turned the infantry soldier into the key element. In order to confront current military challenges, the soldier has to be more lethal and resistant than ever. He has at his disposal the best protection, weaponry and information technology, so that he can control and dominate the battlefield.

In the modern army, the individual soldier is connected to a steady web of data, fire coordination and communications. This new army concept gives the common soldier the capacity to destroy any adversary, in any climate and environment, with lighter weapons that have wider precision and range, causing more damage than he ever dreamed.

Sophisticated and safe systems of communications and data provide tactical and intelligence information to the soldier in combat on a steady basis. Linked constantly with commanders, support units and remote location and surveillance devices, soldiers have a greater control over the combat arena. The comlog, a quantronic personal computer, picks up data from the tactical web and projects it together with aiming data over the soldier's tactical visor, providing immediate and instinctive access to all information related to combat.



Contemporary soldiers have full spectrum capabilities, meaning they are troops that can be used in any kind of mission, from peacekeeping to high-intensity conflicts. The bulk of military research has focussed on being able to provide greater flexibility to the personal combat equipment of each trooper. The multi-functional combat protection outfit is ultra-lightweight, comfortable and not very voluminous. Combined with camouflaging and mimetic technology, it increases and guarantees the survival capacity of any trooper.

The Tactical Personal Gear of each soldier allows total freedom of movement and guarantees full operative capacity during the execution of any mission. In addition, the soldier's profile has been optimized physically and cognitively, with a suit equipped with medical/physiological sensors and devices for immediate wound treatment.

The soldier's vest is still the basic component of body armour. It has developed into a light system of multi-threat protection for the torso and neck, with improvements in its armour protection and reduced weight and volume. Current models are comfortable and efficient than ever, with a design and size adaptable to the female body.

The superior level of protection is found in the personal combat armour. Heavy powered armours are military exoskeletons, designed to give antiballistic, anti-fragmentation and environmental protection. They also provide physical monitoring and medical treatment functions, as well as increased agility and strength to allow soldiers to carry offensive weapons easily. In "Full Combat" mode, their electromagnetic signal is reduced and luminous devices are turned off or dimmed.

When "Full Combat" mode is "on" camouflage patterns are activated, overlapping with the base colour of the armour so the soldier will be more difficult to locate in combat. The modern heavy armours are, alongside T.A.G.s, one of the most sophisticated tactical elements in the military arsenal.

The high technology in the service of war has transformed a simple infantry soldier into a vital element in the military structure, with capacities exponentially superior than those he ever had.

Nevertheless, all these technological advantages only serve to accentuate a military excellence that must be already present in the soldier. Military modern culture is based on better physical and mental discipline, factors that have allowed the forging and expansion of the greatest empires in the history of Humanity.

Commander Lao Zhou, 3rd Zhanshi Gōngchéng Dàdùi (3rd Regiment of Mech-Engineers). Information Ministry divulgation article for the series "Transmuting Technologies" for Tiānxià, Yu Jing channel in Maya [extract]

ISC:
Tiger Soldier

Hearing protectors

TACTICAL JUMP HELMET
Daqiang Serie Hy-83-27
(With mimetic system series No.1 added)
Sensors

MODIFIED PARACHUTE
JUMP PACK Daqiang
Serie Lachu-52

Reinforced Thanon

BULLET-PROOF VEST
Junzhuang-1 de
Shiyang Ind. (With mimetic system series No.1 added)

COMBAT TROUSERS
Junzhuang-2.2

COMBI RIFLE • LIGHT
FLAMETHROWER
MODULE . Yungang
Type 4.2

Reinforced Thanon

COMBAT BOOTS
Junzhuang-3 of
Shiyang Ind.

NEOCOLONIAL WARS

A decade has already passed since the end of the NeoColonial Wars, and still we do not know what the real trigger of that conflict was. The motive however, was always clear; a thriving and ambitious Yu Jing, ready to take down the first great power, menaced PanOceanian supremacy.

At that time, PanOceania viewed with rising concern the expansion of Yu Jing's economy, while at the same time perceiving a stagnation of its own economy and commerce. The hawks in PanOceania's government wanted to increase the military budget to counter the weapons escalation that Yu Jing had engaged in for the previous two years. In addition, members of the Yu Jing Imperial family made a series of statements in which they commanded the commanders of the StateEmpire army to be ready to take Yu Jing to a dominant position, one more suitable to Yu Jing's power and tradition. In spite of O-12's conciliatory peacemaking manoeuvres and the official refutation by Yu Jing of aggressive statements, PanOceania was placed on military alert.

History books point to the destruction of the PanOceanian cargo spacecraft *Rohini's Wink* over Svalarheima as the origin of the NeoColonial Wars. PanOceanian books accuse the bellicose Yu Jing StateEmpire Navy as the cause of the disaster. Yu Jing books claim that it was PanOceania who used the craft's AI destruction during routine manoeuvres to cast blame on Yu Jing. In this way, the PanOceanian invasion of Yu Jing territories on the Shared Planets was justified. No matter the specifics, the destruction of a very expensive shuttle of transport and the death of 47 crew members and 139 PanOceanian passengers gave rise to what could be called the First Intergalactic War in Humanity's history. A conflict whose dimensions and repercussions would dwarf previous conflagrations such as the Centro American Campaign in the second third of the 22nd century or the Caucasian Conflicts in the 21st century.

The NeoColonial Wars had several fronts, with battles distributed across the different systems. The conflict period had three phases, separated by two truces, hence the plural form. The Initial Phase, or First NeoColonial War, lasted for a year and a half and took place in the shared systems of both powers: Paradiso, Svalarheima and the Human Edge.

On Paradiso, despite the deployment of the Teutonic Order to the frontline, the presence of other powers and the difficult terrain avoided open war. In spite of this, the violence engaged in was so intense that it coined the nickname "The Mincing Machine" for that planet.

The adverse climate of Svalarheima stopped the relentless advance of PanOceanian troops across the region of Huangdi (Nifheim for PanOceania) while the surprised Yu Jing troops, with no ability to receive supplies, regrouped. On the Human Edge the conflict was almost exclusively naval. During the "Yama's Fury Operation", the crew of the Orbital Haigui-9, knowing they would be defeated, scuttled the whole base. The explosive shockwave and the thousands of fragments thrown at escape velocity trapped the PanOceanian Amphisbaena Attack Fleet, destroying 73% of the craft available in that system.

Nevertheless, the *impasse* situation of the war, the tremendous costs it generated, the social pressure and O-12's intervention, provoked the calling of a truce in the Neutral City of Accra.

Ten months later, Yu Jing's role in the Rebellion of the Helots on Varuna was revealed, as well as its support of the Liberto terrorist groups. The rupture of the Accra Truce would provoke the Climax Phase of the NeoColonial Wars. In this stage of the war, the superior Yu Jing navy saw the conflict reach the Solar System, Varuna and Acontecimento.

Yu Jing's victories in the Saturn-Mars Circuit Campaign and the Dádán incursion over An-Jalut on Varuna, had a strong psychological impact on the PanOceanians. Nevertheless, Yu Jing was unable to maintain its rhythm and after the PanOceanians answered with the Mahisa Total Offensive, seeing the Yu Jing capital bombed, the Río Negro Peace was negotiated.

Río Negro's treaty had many opponents in the Yu Jing Imperial family as it gave away all the achievements and conquests achieved during the war. A feeling of frustration remained latent in the Yu Jing political and military elite, becoming a breeding ground for further conflicts.

The discovery of ancient vestiges of human and alien presence in the NiemandZone in Paradiso would be the spark that would feed the flames of war again. PanOceania claimed the ruins, displacing O-12's specialists and those from other powers, unleashing the latent wrath of Yu Jing. The Terminal Phase, or Last Neocolonial War, developed in a bloodier fashion than those previous. The conflict's savageness recalled Paradiso's moniker, seeing a total evacuation of the most important city-colonies, but other combat fronts competed with Paradiso for the top billing in the violence and casualty stakes. Haqqislam and the Nomad Nation were dragged into the war and their cities, colonies and townships became strategic points in the conflict.

The PanOceanian need for an advanced astroport on Paradiso motivated the siege of Al-Hadiye, the main Haqqislamite city on the planet. The Commercial Orbital Nomad Legation in Acontecimento-3 was taken by assault, as a precursor to the recovery of the Lusíadas, the external PanOceanian orbital structures in the system. Yu Jing confiscated a series of Nomad intersystem ships and used them as a Trojan Horse in the Battle for the Dividing Line of the Neoterran system.

0009

110

Do you want to know more?



INFINITY

INFOWAR: EVO TROOPS

The PanOceanians would use the same tactic later with the Boushra Caravansary in the Human Edge. The Terminal Phase turned into a total war that as with the Initial Phase, after its fast and aggressive start, became bogged down waiting for radical measures.

A few factors provoked the lack of support for the war. The alliance of Haqqislam and the Nomads with O-12, already sharpening its knives to arbitrate actively in the conflict's resolution, the sudden death of the Jade Throne Emperor, the biggest proponent of war in Yu Jing, and the withdrawal of support for the conflict by some very important PanOceanian lobbies were key elements. In addition, social pressure against the war reached unsustainable levels, seeing it end with the signature of the Concilium Peace.

A subsequent analysis of the NeoColonial Wars reveals that, strategically, the final situation was very similar to the initial. Both great powers knew that, in a direct clash, neither would obtain a decisive victory. The NiemandZone in Paradiso turned into an O-12 Protectorate. Haqqislam and the Nomad Nation each received a series of economic and commercial compensations. The arms industry and all the industries with military applications in the Human Sphere had a period of expansion and a financial windfall. Those who were rich got even richer. Nevertheless, the three NeoColonial Wars never returned to life the 186 people on the *Rohini's Wink* or all the "collateral casualties" caused during the conflicts.

"Analysis behind the curtain" Script, TrostkyEmission programme n°0994 for Maya.

War has changed a lot from when a radio operator transmitted artillery fire coordinates by measuring a guess from a paper plane. Currently, the monitoring and location systems to direct fire are so sensitive that a satellite can locate a dandruff problem on the head of an enemy (Wearing a helmet too). Missiles are so precise that, even from orbital, suborbital or transcontinental distances, they have a 98.7 percentage of possibilities to finish all his capillary problems at once.

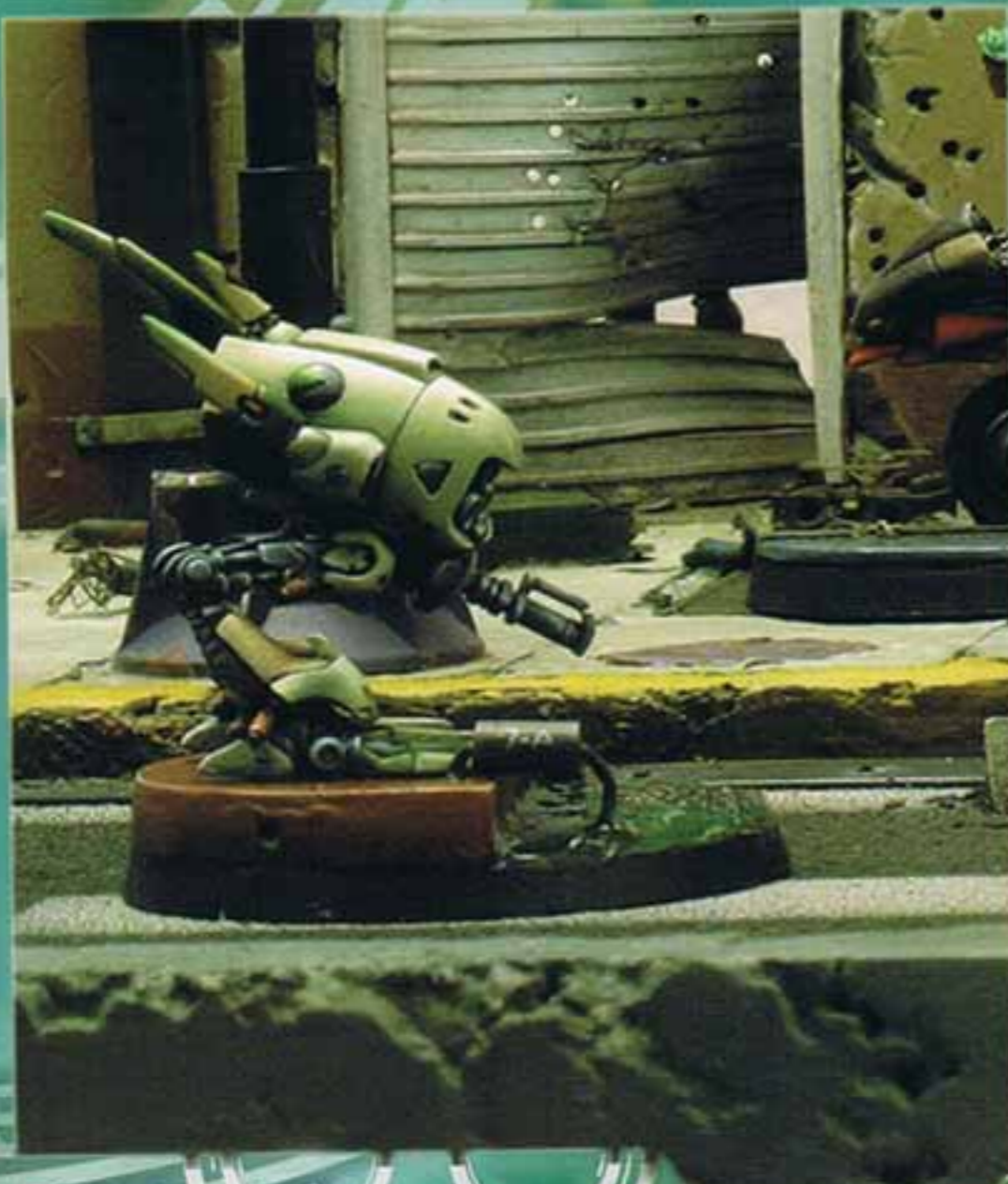
On contemporary hypertechnified battlefields, soldiers specialized in infowar are as important as their conventional counterparts. To keep the skies free from monitoring and target acquisition satellites, a qualified programmer and combat technician is necessary and he must be able to guarantee the integrity of the units under his charge. Battles are now fought in virtual space as much as on the ground. Infowar changes constantly according to the appearance of new programs and technologies. Right now, several technological and military corporations are developing a wide range of technology and not all of them have state or private contracts: they are pure R&D. The stakes are high in all the Human Sphere, and to cover them Evos have been created.

Currently no infantry combat operation is conceived without an Evos unit supporting the attack. These infowarriors keep enemy satellites and their monitoring and firing systems at bay, allowing the movement of troops over the ground without the pressure of Damocles' sword hanging over their heads.

Evo Troops, short for Evolutioned, are military programmers specialized in the use and handling of E-Units, neuroquantronic liaison equipment with a VR (Virtual Reality) interface connected to military data webs. The E-Units are portable systems implanted in the base of the Evos' skulls. Thanks to them, Evos can connect to the AxtaNiches, advanced machines providing total immersion in all the data spheres that surround them. E-units activate connections, prompting the advance of nanonic fibres between bone and tissue and establishing neuronal links. The signal from the E-Unit is transmitted to the AxtaNiche that functions as a relay amplifier/attenuator, powering and protecting the operator. All this advanced technology allows the Evos to activate their webnaut interfaces to perform smashing attacks against enemy data webs, spoiling their communications and wreaking havoc with the characteristic style of infowar.

In the beginning, the Evos were a minor troop, limited to small virtual incursions, still measuring their skills, programs and equipment with enemy Evos and entering bloody individual combats. Nevertheless, they soon proved to be so useful that great efforts and sums of money were devoted to developing more powerful technologies and training specialist programmers and technicians. The number of Evos per battle grew exponentially and individual combats were replaced by massive battles that in certain campaigns involved hundreds of Evos.

Infowar can be as dangerous and lethal as conventional war. In spite of the AxtaNiches' protections and firewalls, there are aggressive programs and virus agents specially designed to provoke short-circuits and brutal feedback able to fuse neuronal connections. These cyberattacks can literally fry the brain of an Evo and that is the reason AxtaNiches are also known as "Toasters". Brain damage and death are very common in the least skilful or fortunate.



For a long time, the possibility of being able to attack a planetary data sphere from a remote location was the caressed dream of the PanOceanian High Command. However, they lacked technology with the intersystem operational capacity to act through a wormhole.

At the request of the PanOceanian command, several corporations devoted all their energies to developing the required info technology to work according to the required performance capacity. The Metatron Transponders were the result of these efforts. Designed to attack industrial centres and large enemy cities from a safe distance, they had a superior range and allowed intersystem connection. The Metatron system operated with camouflaged microprobes, working in parallel from both sides of the wormhole.

For some time, the Metatron technology was out of the reach of the other powers of the Human Sphere. Meanwhile, PanOceanian Evos could act as they pleased without risking their physical integrity, due to the distance that separated them from their targets. Thanks to Metatron, the Mahisa Total Offensive during the second phase of the NeoColonial Wars was a complete success, without having to plant a single Evo in the target system. They performed more than three hundred attacks over different Yu Jing positions across the Human Sphere including the capital itself, Tiān Di Jing.

The PanOceanian High Command was pleased with their new toy and gave the green light to an era of total quantronic war. The incursions performed with Metatron technology caused severe damage, material losses and many casualties. Still, perhaps the gravest thing was the psychological impact of an unreachable enemy, as much among the military as in the civil population. Certainly, the combination of Evos with the Metatron transponders was the main cause for the turn of the tide in the second phase of the NeoColonial Wars, compelling the Yu Jing government to sign the Río Negro Peace Treaty.

Nevertheless, PanOceanian supremacy would not last indefinitely. The Yu Jing Minister of Defense demanded a measure that would solve the breach of their security perimeter. Great Yu Jing corporations were able to replicate Metatron technology with such surprising speed that it seemed to indicate the intervention of industrial espionage agents. Yu Jing Dārāo (Interruption) probes were designed to function not only intersystem but also to detect and interfere with Metatron probes.

Thanks to Dārāo technology, Yu Jing Evos could connect to the Metatron systems and use them for their own purposes. The development of the Dārāo probes had a high financial cost but it was worth the effort in exchange for the military and infotechnological equilibrium that allowed. In the offensive over the Neoterran Dividing Line, during the Terminal Phase of NeoColonial Wars, Yu Jing Evos hunted their PanOceanian counterparts using the benefit of surprise, hitting them hard and rapidly and causing numerous casualties.

Several Evo groups died in their AxtaNiches during the Terminal Phase, due to aggressive feedback. When the NeoColonial war concluded, the money and men wasted by using Evos in offensive actions was evident, so infobombing operations were suspended. Evos continued helping in intersystem reconnaissance, low intensity disinformation operations and protection of the modern Navy and Infantry forces.

The hall of fame of Evo troops is plagued with audacious and tenacious heroes, from emblematic units as the PanOceanian Unit Leucrota or Yu Jing's Dādū (Bet) Section. Nevertheless, the most outstanding were the Nomad Ellipse Team, survivors that forged a fearful reputation during the Ariadnian Commercial Conflicts.

Even though they must be moved to the system in conflict to do their work efficiently, Evo troops are still essential in combat. All officers and military handbooks recognize their tactical and strategic importance. In modern war, victory on the battlefield depends on supremacy in the web.

Hypertext for the series "Modern Elite Groups" InfoFlux channel for Maya, by Prabin Vishechandran

112

Do you want to
know more?



THEATRE OF OPERATIONS: PARADISO

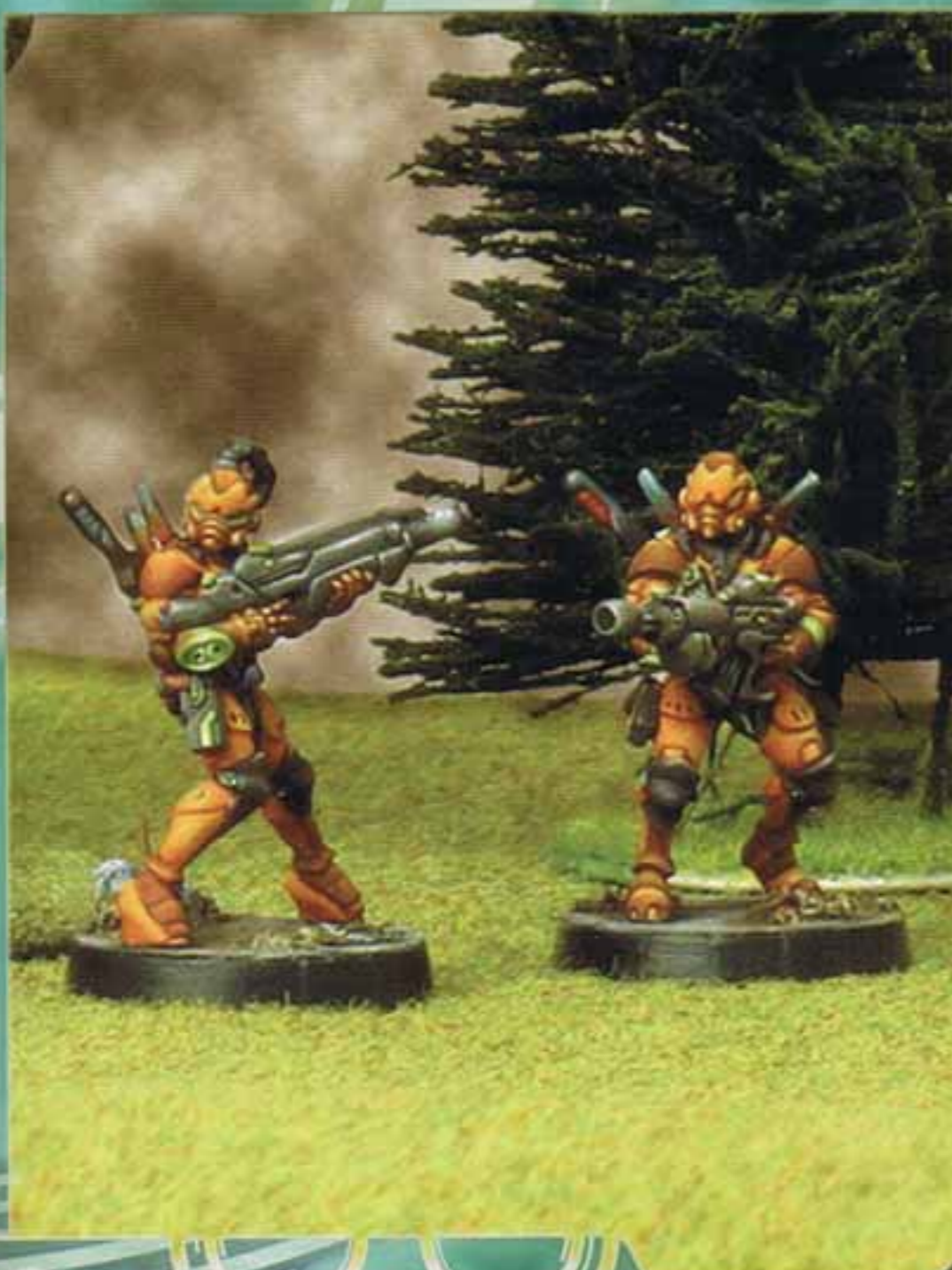
THAT GREEN PLANET

"Flying over the bush, we passed over camp L-17, abandoned after the last advance. It was difficult to see anything behind all that vegetation. It had been constructed to host up to two hundred men, but now it was a forest of shiny rubble, half-buried by vegetation. Only a month had passed. We could not believe it".

Sergeant Zhao Zhen, 2nd Dàdù of the Invincibles, at Paradiso's front.

Never was a name less fitting or more unfortunate. Paradiso is the planet of constant conflict. The main theatre of the NeoColonial Wars and bridgehead of the alien offensive by the Combined Army, Paradiso has been nicknamed "The Mincing Machine" by the troops stationed there.

Paradoxically, Paradiso is a fertile planet, and according to terrestrial parameters, lush to excess. The main part of inhabitable solid ground is a pure jungle: thick, full of life, green and suffocating. The growth rhythm of that vegetation is more like a hypertrophy. It is not difficult to open clearings in the Paradiso jungles; the difficulty is to keep them open. Without pause, the whole biosphere of the planet vibrates, observing, moving, crawling up and growing through. Hidden amongst the undergrowth, a multitude of voracious mouths wait expectantly. Odour and colour explosions come from demented flowers. Insects are everywhere, over and under the sticky vegetation; thousands of species still unclassified and the wind brings and carries away from different points the sounds of the jungle. Planet Paradiso is just like that...



PARADISO'S BRIEFING

Paradiso's history is divided into four phases: Pre-Contact, First Contact, Second Contact and Post-Contact.

All we know about the **Pre-Contact** phase is speculation derived from the ruins and samples studied by archaeologists, paleobiologists, engineers and paleogeologists in the NiemandZone and ZuluPoint. The field studies performed in situ were prior to the alien offensive and because of the political and military circumstances, they are fragmentary and incomplete.

The most antique ruins are the so-called Cosmolites; stone constructions of alien origin, located in ZuluPoint. The Cosmolites form an intricate web of vertical elements 6'28" in height, with short ceiling rooms connected by subterranean corridors. The dwellings are placed following a simple mathematical pattern, with regular ways or "streets" between them; obelisks are inserted in clear zones, forming dispersed fields or narrow corridors, as in a colonnade. No technological remains of any kind have been found among the Cosmolites, apart from those coming from the Ur-Probe. Only remains of not autochthonous complex organic matter have been found, seeming to indicate the presence of some kind of deteriorated biotechnology. The age of the Cosmolites is, approximately, around two hundred and fifty years.

As to the purpose of the entire Cosmolite complex, there is no certitude. None of the aboriginal Tohaa questioned have recognized them or said anything about these constructions. Some investigators point to an incipient abandoned colony and others to a military outpost; but, as far as we know, it could be anything from a prison to a senior citizen's home.

The ruin known as "Ur-Probe" is in one of the most faraway fields of the Cosmolite colonnades, but still inside ZuluPoint. It was named when it was confirmed that it was some kind of unmanned military vehicle for space exploration. The Ur-Probe was built with unknown alien materials, typical of the Ur Rationalists, generically called VoodooTech. The readings obtained from the Ur-Probe were confusing and contradictory; no comprehensible information could be extracted from them. Nevertheless, the fractured surface of the hull and the impact marks of what could have been powerful beams of energy and micro-objects of great kinetic speed indicate the possibility of it having been involved in some kind of confrontation. The geological analysis of the zone surrounding the Ur-Probe showed a crash landing and not a very precise one, seeming to confirm the theory that it was not in perfect working order when it landed. The antiquity of the zone of impact is, approximately, around two hundred years.

Near the Ur-Probe, there are remains of nanotechnological activity that indicates an effort to self-repair or install some kind of transmitter or beacon artefact, perhaps to request an evacuation or to mark its position. The nanotechnological remains found in the Cosmolites and at the First Discovery correspond to those of the Ur-Probe, which seems to be of similar origin.

The **First Contact** of Humanity with the remains of an alien species occurred without the Sphere having the least knowledge about it. The investigators were surprised when they identified the First Discovery as a settlement of the pioneers of the vanished colony craft Aurora.

The *Aurora* was the second spaceship launched to colonize planet Dawn, the first inhabitable planet detected by Humanity. However, the wormhole that lead to the Dawn system, Delta Pavoni, was unstable and collapsed after the craft passed through.

The chaotic readings that astrophysicists registered were conclusive; the wormhole had imploded, erasing the singularity from our plane. Humanity considered the *Aurora* irrevocably lost in the magnitude of space, or torn apart in the unleashed gravitational currents of a fluctuating wormhole.

Still, the *Aurora* somehow survived the trip, probably by exiting the singularity before its collapse, but because of the fluctuations its point of arrival was not Dawn planet in Delta Pavoni, but Paradiso.

Studies conducted among the ruins of the area called First Discovery indicate that the settlers of the *Aurora* were obliged to perform an emergency landing on the planet. The absence of orbital infrastructure, considered vital in the initial stages of colonization, seem to support the hypothesis that the craft was seriously damaged and could not complete the standard landing cycle.

In spite of difficulties, the pioneers of the *Aurora* managed to establish a settlement in the landing zone, now known as the **First Discovery**.

It is supposed that in the following months the colonists began exploring nearby areas and found the Cosmolites... We suppose that they tried to study them and to ascertain what they could be, but the important thing is that they made contact with them, not realizing that the structures were infected with a code. The Ur-Probe nanotechnology was apparently some kind of intelligent biomechanical interface that contaminated the whole exploration team....

We do not know the way in which things happened, but we do know what the result was. The piled up bodies of the settlers in the cargo holds of the wrecked *Aurora*, and the signs of a violent explosion from the main engine give rise to the suspicion that it was a collective suicide committed by desperate people who saw no other escape from a fate worse than death.

Only the Ur-Probe and its master, the Evolved Intelligence, know the answer to this enigma.

Although the violent explosion of engines of the *Aurora* probably caused a huge clearing in the zone's jungle coverage, the first orbital exploration did not find any gap in the green mantle that covers the greater part of Paradiso. This was probably due to the surprising speed with which the undergrowth of the planet regenerates. When a PanOceanian exploration team located the remains of the craft, the ship structures and the crater of several hundred yards left by the explosion were practically buried by vegetation.

The discovery of the *Aurora* marks the beginning of the phase called **Second Contact**.

The PanOceanian pretension of being the only power with access to the First Discovery and to ZuluPoint was the trigger for the Terminal Phase of the NeoColonial Wars. It also gave rise to something more dangerous and sinister, whose consequences we would suffer in years to come...

In the midst of the Terminal Phase of NeoColonial Wars, a PanOceanian security team located the corpses of the investigators posted to ZuluPoint. There were no survivors, the camp was deserted and the main part of the scientific equipment had disappeared, leaving only what seemed to be the residue of a complex nanotechnological process. The PanOceanian High Command put it down to a Search and Destroy incursion by Yǎnjīng, the Yu Jing Military Intelligence service. Yu Jing's General Staff, for its part, denied having anything to do with the massacre. PanOceania paid no attention to the denial and proceeded with a punitive response.

During that time, craft from various fleets navigating through space in the Paradiso system detected a ghost signal that appeared and disappeared on their sensors. In the moments when it was perceptible, the signal moved at an incredible speed. Unable to locate its position, the signal was lost after disappearing at the system limits. As they never saw the signal again and the data obtained was minimal, it was put down to malfunction of on board equipment.

Now, after a retrospective analysis, we can deduce that these two cases, bearing no apparent relation, were two phases of a single complex operation.

The investigators and all their equipment were infected by the code that impregnated the Cosmolites. Thanks to its advanced nanotechnology, the Ur-Probe was able to create a drone equipped with an impulsion motor and a trans-system transmitter. The drone traveled to the wormhole by which it had entered the system and sent a signal alerting the EI of the human presence on Paradiso. It is very possible that the Ur-Probe already had tried this operation previously and that the pioneers of the *Aurora* prevented it, paying for it with their own lives.

The end of the NeoColonial Wars determined that, by order of O-12, a wide extension of territory around ZuluPoint became no man's land, the NiemandZone, an area of exclusion in which no power could enter without express permission of O-12.

For many years, the situation on the planet was stable. At first impression, it seemed that the Teutonic Knights respected the Concilium Peace terms in spite of rumours of secret incursions into ZuluPoint. In general, the planet seemed to improve and progress, but then the Combined Army arrived...



The advance fleet of the Combined Army appeared suddenly, activating the wormhole and opening a type of Jump Gate unknown to human astrophysics. After the initial shock, the minimal fleet that the Concilium Peace allowed in the system tried to respond. The PanOceania corvettes *Terpsichore* and *Olhada do Bom Jesus*, with the Yu Jing frigate *Long Qi*, were destroyed when they tried to identify and hail the unknown fleet.

The alien ships moved faster than expected and were soon in orbit over Paradiso, pouring a rain of shuttles and dropships over the planet. Their first objective was to take ZuluPoint as a planetary beach-head. The small security team from Bureau Aegis was forced to withdraw from the NiemandZone demilitarized zone after seeing the power exhibited by the Rationalists in the conquest of ZuluPoint.

The attack took the armies of the different human powers by surprise; they were too busy monitoring one another to look for outside threats. The initial defensive actions were badly coordinated and improvised, the units forced to operate with no information about the enemy. However, the alien advance seemed unstoppable; each clash ended up with a defeat for Humanity. The withdrawal and evacuation of several cities was undertaken in order to organize a more resistant battlefield. The first human contact with an advanced alien civilization made its way into History with great violence.

The **Post-Contact** phase is the current state of affairs. The front has stabilized with the Combined Army controlling all of NiemandZone, part of the Norstralia continent and a growing area of the Septentria continent. Military activity is limited to skirmishes and small but intense battles in certain sites and key locations. The human forces are not as united as they should be but have signed a tense alliance in which nobody trusts anyone else. The different powers of the Sphere make use of the divided attention of their human adversaries to make raids against their installations, research centres and infrastructure all across the Paradiso system. The attention of the human military forces is divided, hindering the establishment of a solid and effective front against the alien armies.

A military blockade has been established around the wormhole of the EI. A multinational fleet of ships, coordinated by the Bureau Aegis, keeps a tight watch over the space sector of the wormhole Nexus. The purpose is to prevent anyone or anything passing through it, a difficult task if one has to face WCD ships from the Concordat Exrah and almost impossible with the Shavastii ghost micro-ships that sometimes succeed in reaching and infiltrating the Dawn system.

The most aggressive analysts affirm that the EI troops have exhausted their impetus and that this is the right moment for a total offensive. Others claim that the expeditionary force has accomplished its mission, which was to establish a beach-head in the Human Sphere and now it is only awaiting the bulk of a conquering military force.

Most likely is that the real situation is in the middle of the road. A safe beach-head would have to comprise the whole Paradiso system, not a simple piece of land on one planet. The Combined Army needs control of the wormhole that connects the system with the rest of the Sphere. Conversely, it is very possible that they know that this is going to be a long campaign and they prefer to economize their efforts by waiting for reinforcements that will overcome the siege.

In any case, Humanity must assume that their security depends on the control of Paradiso. If the aliens manage to jump to another planet, the Sphere would be heavily compromised and it is likely that Humanity would then be unable to stop the alien advance.

Briefing extract for the Nomad Military Force's officers posted in Paradiso

PARADISO: SITUATION REPORT

[Transmission signal; narrow beam, military code SMI 47.4 Received/Verified]

From: Captain Markus Genscher, Psy Unit, Naval Intelligence division, on board of frigate O-12S *Philosophical Question*.

To: Commodore Maria Wong, frigate O-12S captain, *Determined Purpose*.

Issue: Situation report of the new destination.

Greetings Commodore.

Such as you requested, the adjoining document is a brief summary, a very general one, of the current situation of the Paradiso theatre of operations. You have total authorization to divulgate it among your crew. We hope you find it useful. Welcome to Paradiso system. We are glad to have you here.

Respectfully,

(Includes quantronic signature. Verified)

Report adjunct (Contains holo-cartographic file):

PANOCEANIA: Norstralia Continent. Syldavia Region. Relevant spots.

- City of Ravensbrücke, state: lost, 1st Offensive in Paradiso.
- City of Sylvania, state: lost, 2nd Offensive in Paradiso.
- Monastery-fortress of Strelsau, Teutonic Knights Order, state: menaced, Combined Army incursions.
- City of Runenberg, state: menaced, Combined Army incursions.
- City of Honselberg, state: menaced, Combined Army incursions.
- City of Valkenswijk, Orbital Elevator, state: safe.



>> 0009

115

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Septentria Continent. Gāyatrī Region. Relevant spots.

- City of Taittiriya, state: lost, 1st Offensive in Paradiso.
- City of Aritya, state: menaced, Combined Army incursions.
- City of Rilaspur, state: safe.
- City-sanctuary of Vedi, Refugee Colonies, state: safe.

Island-continent Invernaculum. Lemurian Ocean. Only investigation stations. State: safe.

Island of Zenda. Lemurian Ocean. Military monitoring Bases. State: safe.

Island Molokai. Xiajuxu Ocean. Military bases of rearguard. State: menaced by incursions of the Combined Army.

YU JING: Norstralia Continent. Yingxiang Region (Perfumes receptacle). Relevant spots.

- City of Fuyan, state: lost, 1st Offensive of Paradiso.
- City of Xiongxiang, state: lost, 2nd Offensive of Paradiso.
- City of Chengling (Spiritual Heritage), Shaolin monastic centre, state: menaced, Combined Army incursions.
- Harbour City of Neiting (Interior Court), state: menaced, Combined Army incursions.
- City of Yinquan (Yin Spring), state: safe.

Septentria Continent. Daheng Region (Great longitude from the East). Relevant spots.

- City of Biguan, state: lost, 1st Offensive of Paradiso.
- City of Zhongchong, state: lost, 1st Offensive of Paradiso.
- City of Wuyi (Shielded House), state: menaced, Combined Army incursions.
- City of Jangu (Sunken Valley), Orbital Elevator, state: safe.
- Capital City of Jinggu (Firm Capital), state: safe.

Archipelago of Yinfen (Wind Screen) State: safe.

HAQQISLAM: Nostralia Continent. Quibilah Region. Relevant spots.

- City of Behdeti, state: lost, 1st offensive of Paradiso.
- City of Ishmailiyya, state: lost, 2nd Offensive of Paradiso.
- City-capital of Al-Hadiye, Astroport, state: safe. Possible immediate target of the Combined Army.

Septentria Continent. Ghezirah Region. Relevant spots.

- City of Kaphiri, state: lost, 1st Offensive of Paradiso.
- City of Ghezirah, state: menaced, Combined Army incursions.

Septentria Continent. Asyūt Region. Relevant spots.

- City of Asyūt, state: safe.

NOMADS: Norstralia Continent. Relevant spots.

- Commercial Delegation of Ravensbrücke, state: lost, 1st Offensive of Paradiso.
- Commercial Delegation of Runenberg, state: menaced, Combined Army incursions.
- Commercial Mission of Al-Hadiye, Astroport, state: safe. Possible immediate target of the Combined Army.

Septentria Continent. Relevant spots.

- Ghezirah Commercial Delegation, state: menaced, Combined Army incursions.
- Commercial Delegation of Wuyi, state: menaced, Combined Army incursions.
- Commercial Mission of Jinggu, state: safe.

END OF REPORT

Repeat?

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116

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THE PARADISO CAMPAIGN: SNAPSHOTS FROM HELL

"You must bear in mind that if this planet falls, the rest of the Sphere will follow".

Sun Tze, Yu Jing State Empire Army General Staff officer.

[...] The main reasons for the Paradiso front being one of the most violent, cruel and dangerous in the Sphere's history is the tenacity of an inhuman enemy and the distrust that prevails among powers that should be working together.

The Combined Army attacks us continuously; they do not give us a break and will not refuse their goals, whatever the cost in troops, material and equipment they have to pay in order to achieve it. The Sphere's armies, instead of offering a solid common front, prefers to act individually and always distrusts the intentions of those who should be their allies, using the setbacks of their competitors to obtain strategic advantages over them when not attacking them directly. The alien Evolved Intelligence always knows how to take advantage of our internal dissension. They are gaining terrain, we are losing the war, and unless we do something soon, Humanity will end up with its head on the pillory...

The only way in which we could stop and defeat it would be uniting our wills to create a force never seen in the Human Sphere. Only in this way will we send them to the backwater from they should never have come out of. [...]

Extract of the report of Colonel Eberhard Greiser, Psy Unit, O-12 Military Intelligence in the Control Session 4 of O-12 Conclave, Concilium Prima.

"All of you will work or die in the attempt! You are an officer in a select regiment; I do not accept a negative as an answer. Find a way to take that goddamn position!"

General Ramjot Singh to Captain Syahiran from the Third Battalion of Kumau Regiment, Tactical Command Channel, Battle of river Mithran delta, Second Offensive in Paradiso.

Six hours later, the reduced group of surviving Kamaus would take the island at Position 39, guaranteeing the victory of PanOceanian command. The battalion had to be disbanded because of the elevated number of casualties. Survivors were reassigned to other battalions.

SchwarzePoint, the main PanOceanian outpost on the Norstralia front, is the usual destination of military transports from the Orbital Elevator of Valkenswijk. From there, newcomers are distributed to the different frontlines of Paradiso. The position was claimed from the jungle and we cannot say it is a nice place. Every day, a Machinists unit must clear the lines of the security area that surrounds the camp. The undergrowth always tries to recover the terrain we steal from it. Deforestation agents sent by the military investigation labs were insufficient, so we have to resort to heavy machinery. Were it not for the daily work of the Machinists teams, the jungle would cover SchwarzePoint in three weeks. Such is the voracity of the planet.

Lieutenant Christine Thompson, Engineering and Sapping Machinist regiment, seminar "Campaign Deployments in Adverse Environments", Clausewitz Military Academy, Aquila, Neoterra.

"I flew over there more than thirty times. In spite of it, every time I arrived at SchwarzePoint I had the feeling of having been left in the deepest heart of hell. Groups of wounded soldiers waiting to be evacuated; the Order Knights leaning against the hangar walls, waiting stoically to be assigned a destination; green recruits, absolutely disorientated, and the men from Quartermaster Corps, running to and fro. The suffocating heat of the jungle that surrounds the camp. The eerie calmness that we felt after turning off the engines of the airships. Artillery hissing far away, over the front, the trails of the anti-aircraft fire tracing arcs over the jungle. The thick curtain of smoke of the flaming trees floating constantly over the jungle...anyone in that besieged position, seeing how the last transport took off without him, would have felt something similar..."

Sergeant Silvio Caliani, 8th Regiment of Orc Troops. Second Paradiso Offensive.

Nobody knew what was happening on either of the two fronts, neither advance guard nor rearguard. Satellite communications and campaign transmitters had been disabled by the powerful and effective enemy interference. There was no hope of establishing an efficient frontline, in spite of the unflagging efforts of some veteran officers that picked up the stragglers from other units to reinforce theirs.

Captain Hatem al Muyyebbi, 2nd of Khawarijs, giving details about the 1st Offensive in Paradiso, for the programme "Critical Moments of Haqqislam", Al Bousrah, Maya.

"The flight lasts an hour and a half. The first half hour is over the ocean and the last hour over the jungle. For greater security, the entire trip will be made at a very low altitude. We will use two birds. If one falls, the other will pick up the survivors...You must know that these craft are not aquatic, after splashing down they sink quickly to the bottom. However, you must not jump immediately. Sometimes, owing to the impact, the water surface catches fire due to leaks in the fuel supply. It is all a question of time. But do not worry..."

Fragment of conversation extracted from the black box of the Third Fusiliers Regiment tactical converplane PCV-0019, downed in the Second Campaign of Paradiso.



>> 0009

INFINITY
117

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The defense of Biguan's aerodrome was an implacable struggle. Our men showed an insuperable courage. They seemed possessed by a fanatical fury, perhaps because of the presence of civilians that waited for a transport that would take them away from the frontline. They fought for every yard of the installation. They planted explosive and incendiary traps. The anti-aircraft artillery's positions lowered their cannons and launch pads to point at the ranks of alien troops. The Morat forces suffered many casualties, the defenders shooting down five of them for each one of their own until they were annihilated by sheer numerical force. They sacrificed themselves to the last man and endured after the last aerotransport had departed. Those brave men proved to the dirty Morat that, in spite of the lack of men and ammunition, a cornered State Empire Army could still be a very dangerous opponent.

Yet everything was in vain. The last transport had to leave behind the garrison troopers and a small number of civilians, because it was already overloaded and risked not being able to take off. Another aerotransport was on the way, but it would never arrive in time.

A remote spy camera captured the arrival of the Morat officer in command. He walked with a self-assured air and carried his rifle unslung, ready to shoot. He remained looking at a group of Morat soldiers that were lying on the floor, slain by an explosive booby trap. Then, he went to one of our lads, who had been taken prisoner, and without saying a word took his pistol from his holster and shot him in the head as a vengeance for the death of his men.

Of the troops and civilians that did not make the last transport, there were no survivors.

Commander Won Diuk Hang, Modern War History teacher, Cheng Tū Military Instruction Complex, Zhī Tū prefecture, Yutang.

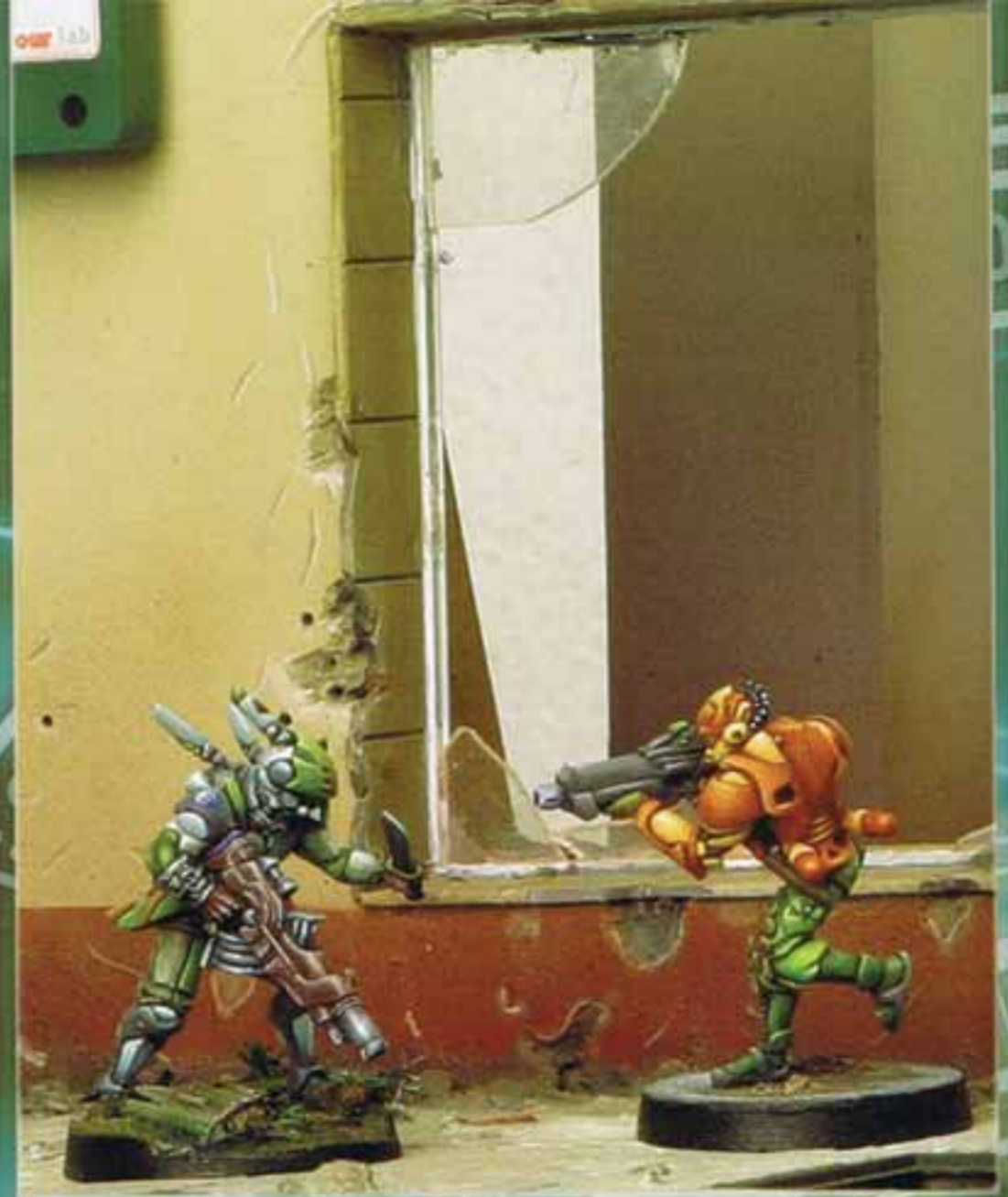
"We lost good men in the first days of the offensive. They were well trained and they knew what they had to do but nobody had prepared them for what they found when they connected themselves to the war webs of the Combined Army. The information was too strange, processes obeyed different paradigms, an alien logic that turned into a mortal trap for them. The first wave of Interventors was completely swept out, they did not say anything, just simply collapsed in data escape mode, bleeding from eyes, nose and ears, with the brain disconnected [...]"

The usual attack programs were useless. The assaults were not effective through saturation programs; too slow and with an excessive use of resources. Soon we gave up trying to control their systems and we limited ourselves to interference, data and link destruction operations. The defense was easier once the basic pattern of the alien data web was established. Virii and cracking programs, impossible to decode, were deviated by firewalls towards logic traps and quantum loops. We learnt the new rules of infowar against the Combined Army the hard way, using trial and error. In addition, each error resulted in the loss of good hackers, Evos and info-operators. But we did not surrender and kept fighting, never looking back, because we are the best..."

Lieutenant Ilya Garayev, 1st Interventors Regiment, interviewed for the RedPublic channel for Arachne.

"[...] Two Invincible regiments stood out especially in that combat. They followed the orders of Yang Zhu, a brave and expert commander. They kept their position until they were almost exterminated. Were it not for the heroic behaviour of those Invincibles, our forces would have lost their rearguard and half their artillery, which would have collapsed the Paradiso's third front. [...]"

Extracted from documentary "Heroic Figures of the State Empire", Yu Jing Ministry of Information.



"That day, the Command ordered us to counterattack and we tried to recover part of the terrain lost in the previous days. We advanced across the crossfire-cleared jungle. The terrain was full of smoky craters created by artillery projectiles. Among the undergrowth, we could see smashed vehicles, T.A.G.s in flames and a huge number of corpses that our paramedics were dragging towards a preset place to be picked up by air. They piled the bodies in two zones, the main one for those that had a recoverable Cube and a secondary for those who were lost forever. The secondary zone was without a doubt the larger...the sky was cloudy, and the light that filtered through the vegetation had a greyish color that gave the scene an even more depressive aspect. It was raining and our low flying aircraft passed now and then over us, towards the enemy's first frontline. Nevertheless, the craft that came back from those flights were fewer and fewer..."

Corporal Roberto Manoel da Silva Weblog extract, 3rd Fusiliers Regiment from Acontecimento, first PanOceanian front, 1st Offensive in Paradiso.

In the first battles we paid in blood our ignorance of their forces and tactics, a very high price. Our casualties exceeded any expectations, our medical and paramedic services overloaded. In some regiments, the evacuation of wounded men from the battlefield was excessively delayed. Wounded from the 16th regiment of Zhanshi, belonging to the Army of the Blue Banner, were left without medical assistance for four or five hours and the first aid outposts proved to have an insufficient number of operating theatres. The alien weaponry, besides destroying the soldiers' bodies, fried their Cubes, leaving them useless and hampering personality and memory recovery, causing the "True Death". Many of the members of our paramedic and medic personnel had such bad experiences that they had to receive psychological therapy after the offensive and a good number of them abandoned their profession after retiring from service.

Dr. Lung Zhaokui, subject: Campaign Medical-Paramedical Services, Cheng Tu Military Instruction Complex, Zhi Tu prefecture, Yutang.

"We must hold the front at all costs. You are responsible. If you receive a strong rain of artillery projectiles, your duty is to endure. If you suffer a frontal attack by enemy infantry, your duty is to take them down. If your lines start to flag and after considering the desperation of the situation you fear being captured, it will be better that you dispatch yourself".

Colonel Weng Xia to commander Shang Feng, Tactical Command Channel, 2nd Front Yu Jing, 1st Paradiso Offensive.

The celerity of their attack provoked some unexpected situations. The Combined Army Troops had advanced so rapidly that they moved past hundreds of Haqqislamite soldiers that had been left behind and that desperately tried to reach our lines. In order to survive, they hid in the woods, setting ambushes for any alien troops they detected.

There were also cases of mechanized formations that had to do the impossible, to open a route through the ranks of the Combined Army in order to retire to our positions. They withdrew fighting and slipping between the advanced lines of the alien ranks, dismounting and cannibalizing any vehicle they found to use its components. These formations put into practice a strategy of "scorched earth", mining with explosive traps all the weaponry and infrastructure that they could not use anymore, in such a way that they retarded the enemy's mobility.

The larger of these two groups was the Halqa Mechanized corps of Colonel Nared Ibn Hussein, that managed to pick up whole units of soldiers left behind and destroyed every vehicle that was faulty or without fuel. His troops even sacrificed two armed Luziges to hold up a damaged bridge in such a way that the lighter vehicles could pass over it. Part of the success in the withdrawal of his column was because Colonel Namerd Ibn Hussein instinctively chose a route that bordered the demarcation line between the Morat and Shasvastii troops, helping him avoid clashes with numerically larger forces. In the final stretch of his withdrawal, the High Command indicated a route to our lines through a brief encrypted communication in order to avoid revealing his position.

Captain Hatem al Muyyebbi, 2nd of Khawarijs, giving details of the 1st Paradiso Offensive to the program "Haqqislam Critical Moments", Al Bousrah channel, Maya.

-General! Any comments on the life expectancy stats of our green troops here on Paradiso?

-Well, they are not half as bad as the "Missing in Combat" stats of impertinent journalists...

An interview attempted with General Wan Li, forty miles from Yu Jing front in Paradiso, Fenlong channel, Maya.

In spite of all the troops' organization and discipline, they could not avoid chaos and confusion in the evacuation of the military positions and civil settlements that surrounded the NiemandZone. On several occasions, these evacuations coincided with the withdrawal of forces pushed back from the front, which complicated the situation even more.

Bulldozers and other heavy military vehicle formations followed the roads, moving away any car or vehicle that hindered traffic. The problem was that very often it was the jam itself which delayed the arrival of the heavy machinery.

The situation reached a point that when they tried to re-establish order in the traffic jams, members of the military police controlling traffic did not use the transmission gear of their comlogs or their vehicles. Experience proved that it was more effective to shoot their weapons into the air and sometimes to point them at the drivers. In the rearguard of the fourth Yu Jing front, on Highway 17, a female corporal of the Celestial Guard attempted to move a military transport that was blocking the way. When she saw that the driver ignored her completely, she started cussing and insulting him, trying to establish his rank and authority but the only result she obtained was that the driver answered in the same way. Then Field Marshal Pu Jiang appeared, a tall Manchu with an impressive appearance, who had jumped from his official car that was trapped in the bottleneck a few yards back. The Marshal wielded his pistol with real fury and everybody heard him remove the safety. The transport driver was frozen in fear and the Orderly that accompanied him jumped from the cabin and took cover in the vehicle's trailer.

Xin Chen, freelance reporter, author of "Paradiso behind the cameras"

"This is neither a boarding action, nor a manoeuvre or a field exercise! This is real war and your people have no idea of what will they find down there!"

Joan of Arc, PanOceanian officer, to the Abbot-Commodore Andrade of the Order de Santiago, on board the Santo Cristo de la Victoria, 1st Paradiso Offensive.

A moment arrived when the Combined Army had got used to taking advantage of the worst climatic conditions to perform their attacks. As with the Ariadnians in the Ariadna Commercial Conflict, the Combined Army troops believed firmly that they possessed a clear advantage when they fought in the worst meteorological conditions. Our forces' veterans, who also got used to this weird habit, called it "alien weather".

Father-Instructor Moncada, Calatrava monastery-fortress, The Earth.

"This Christmas, be practical: give away a coffin"

Graffiti sprayed over the ruins of the city of Ravensbrücke, Paradiso.

Shasvastii snipers positioned themselves in the undergrowth, behind the trees branches or the beams of destroyed houses. They used sophisticated camouflage techniques and remained motionless for eight to ten hours. We discovered that their main targets were in this order: officers, hackers, then maintenance and supply troops. We had to move with the utmost care. As we had to restrict our movements, the Shasvastii reconnaissance troops could penetrate our precariously defended lines and capture any unlucky Fusiliers that were left momentarily alone, with the intention of taking him to their officers and interrogating him.

Sergeant James Chandra, 4th Regiment of Bagh-Maris, introductory course to the Paradiso front, somewhere in the Great Arboreal Reserve, Acontecimento.



"The god of war is thundering his pleasure today"

Mayor Antón Zbarsky, Nomad Military Force, Second Offensive, 3rd Haqqislamite front, Paradiso.

"Currently, we are with a group of officers on the sixth floor of a ruined building on the periphery of Ravensbrücke, while orders are transmitted that will shift the different units that surround us. Communications technicians and hackers work relentlessly. The enemy is moving towards the city centre and these men will try to stop them. [...]"

Around us, soldiers run from building to building and crawl cautiously through patios, between bullets, smoke and fires, which are everywhere. The aliens shoot at us from doors and windows. T.A.G.s must advance by covering themselves behind the rubble. On the patios, soldiers of the Quartermaster Corps distribute food and medicine among the city population. Ravensbrücke is not beautiful or cosy now. The streets are full of barricades, broken down buses and disabled vehicles. Houses are empty because all those who have resisted evacuation have taken refuge in the cellars. By now Crrrrck!... Oh, God! We have been located!... Get to cover! Crrrrck!... SIGNAL LOST...ERROR...ERROR...END OF TRANSMISSION"

Transmission of "Live War", real program from Fussion, only in Maya.

[...] On the fourth day, Morat forces launched a counterattack against one of the weakest spots of the front line. The offensive was spearheaded by an armoured unit composed of two Raichos. Nevertheless, thanks to the heroism of a veteran Khawarij officer, Tarik Mansuri, the attack was repelled. Mansuri, picked up a Panzerfaust and hid behind a ruined house. From there, with an ideal firing angle, he started shooting at the T.A.G.s that responded to the attack even though they could not locate him. A grenade from the Raicho exploded near him, deafening him and covering him with rubble but this allowed him to hide even better. He fired with the Panzerfaust and then with his armour-piercing rifle, changing his position between attacks. The first Raicho went up in flames, immobilized; the second one suffered severe damage and had to retreat. The Morat infantry, seeing they were losing their armoured support, withdrew to their positions and halted the offensive. Mansuri would become a Haqqislam hero by his actions and be honoured accordingly in a campaign hospital as he recovered from several injuries.

Extracted from "Dispatch II" a report series about Paradiso's Wars by Nur Jehân, special reporter for Bibliotek.

"Several permanent defense devices have been deployed within six to ten miles of the zone surrounding Ravensbrücke. There are artillery trenches and camouflaged missile-launcher platforms. Whole sectors of highways have been mined. At the city's entrance, there are trenches, sharpshooter pits and obstacles to stop tanks. Anti-aircraft defenses are completely effective. The preparations are more impressive than all those previously created by the PanOceanian Army. Ravensbrücke is a fortress, they will not destroy this city".

Division General Bower, Ravensbrücke front Army Corps commander, 1st Paradiso Offensive.

The fight for the city of Ravensbrücke was one of the most desperate in the First Paradiso Offensive. The stubbornness of PanOceanian Command to hold the city was almost an obsession. They deployed a large number of their own forces, with a pair of units from O-12's Bureau Aegis, a small combined Nomad force and a mixed group of Haqqislamite stragglers that had four armoured vehicles.

Nevertheless, the defensive plans followed by PanOceanian command proved obsolete from the first Shasvastii incursion. Consequently, the exterior perimeter fell rapidly despite the courageous efforts of many officers on the frontline.

One of the first objectives was the bridge which gave the city its name. The bridge had barricades at both ends, covered by a series of heavy machine gun posts and artillery pieces. It was mined and protected with splashes of sharp foam too. Nevertheless, two Morat regiments were determined to take it and their advance turned into a frantic competition between themselves to capture the target before their opponent.

Soon the defenders were entangled in house to house fighting, street by street, all around the city. Stone and concrete buildings were turned into bunkers. Morat assault troops tried to avoid, when possible, the subway tunnels and prefabricated bunkers which were scattered all over the city. They were aware that they were full of human soldiers ready to ambush them, or to come to the surface and counterattack from behind. Accordingly, they surrounded each building they took until it was declared safe.

There are tales of bloody T.A.G. combats in subway tunnels and even one of a Haqqislamite Halqa officer that drove his Luzige armoured vehicle through the subterranean tunnels in order to appear behind the Morat combat line.

Nevertheless, all this effort was in vain in the end. The Combined Army forced a retreat that was as hard as the city's defense. Thousands of soldiers died in Ravensbrücke. The Polynesian Division and many other regiments sacrificed themselves for the city, swallowed by the clamour of combat. Ravensbrücke was a massacre, a bloody combat, bitter and cruel and a warning of what was in store for the Sphere if they allowed the advance of the Evolved Intelligence and their Combined Army.

Dr. Wolfram Lindner, Memory Museum Annals, Manaheim, Concilium Prima.

"Ravensbrücke was a real descent to hell and from there spawned the Croc Men"

Sergeant Major David Ngaire, 1st Croc Men

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120

Do you want to know more?

<Operative channel n°4. ID: 080035001. Medical Monitoring>

-Sir, our sensors detect unusual metabolic and neurological activity in all the members of the first battalion of the Sixth Fusiliers of Svalarheima. Could you indicate us your position to obtain an answer from the medical auto-equipment?

<Operative channel n°4. ID: 020014001. Command Post>

-The first battalion of the Sixth Fusiliers is going to perform an assault against an Avatar of the EI, it is normal that indicators would rocket. This is a priority channel. Please, keep it clear.

<Operative channel n°4. ID: 080035001. Medical Monitoring >

-With all due respect, sir, the metabolic activity is increasing exponentially and the neurological indicators are going off the scale. These values are not those of a typical stress situation. Their health is in danger.

<Operative channel n°2. ID: 020014001. Command Post>

-Communications, give me a situation report from the first battalion of the Svalarheima Sixth Fusiliers. I want images and audio.

<Operative channel n°2. ID: 050079003. Communications>

-We have lost contact with the first battalion, sir. We are trying to re-establish communications.

<Operative channel n°2. ID: 020014001. Command Post>

-The fourth battalion is near the first, do they have a line of sight to them?

<Operative channel n°2. ID: 050079003. Communications>

-Sir, the fourth battalion communicates that the first is withdrawing towards them at full speed. I will link you directly sir.

<Tactical channel n°4. ID: 004041001. Captain Kirsten Jensen. Fourth Battalion>

-Sir, the first battalion is firing at us! We cannot link with them! They are crazy, they advance without covering themselves, shooting at us with everything they have but they should know we are from their own army!

<Tactical channel n°4. ID: 020014001. Command Post>

-Captain Jensen. Do not answer the attack. There is a communication failure. We will try to solve it.

<Tactical channel n°4. ID: 004041001. Captain Kirsten Jensen. Fourth Battalion>

-Sir, I have lost nine men, we proceed to open fire!

<Tactical channel n°4. ID: 020014001. Command Post>

-Captain Jensen! You are disobeying a direct order! Have you gone crazy! Those men are in your own army!

<Tactical channel n°4. ID: 004041001. Captain Kirsten Jensen. Fourth Battalion>

-You can tell that to the dead men, Sir! Those in the first are acting as possessed, they are not themselves! I don't like this either sir but I am not letting them massacre my battalion!

<Operative channel n°4. ID: 080035001. Medical Monitoring>

-Sir, the monitors are detecting a massive infection of alien memes in the neuronal systems of the men in the first battalion of the Sixth Fusiliers. Our remote equipment cannot do anything. We have lost them, Sir. To cure them, you need an exorcist more than a doctor.

<Tactical channel n°4. ID: 020014001. Command Post>

-Captain Jensen! You must consider the first battalion as a hostile force! Destroy them and retreat to Position T-134!

<Strategic channel n°2. ID: 020014001. Command Post>

-General, I have bad news. The enemy possesses some kind of weapon Intelligence had not warned us about...

Collected from the military communication web as a part of the VoodooTech analysis realized by the Hexahedron, PanOceanian Military Intelligence, NiemandZone front, Paradiso First Offensive.

The impact of Voodoo Technology on our forces was devastating. Voodoo Technology is an alien technology, so advanced that we do not know how it works. It is famous, apart from its tactical virtues, for causing a strong demoralizing effect on the troops. Medical teams can tell when it was used on our men by the number of nervous breakdowns, cases of severe shock and mental disorders among those who came back from the front. Seeing your companions and friends turn against you, possessed by the Sepsitor of some EI troop and having to kill them in order to save your life, is too much for veteran groups that have been on several campaigns together. [...] The weapons that generate E/M discharges, energy pulses that burn Cubes, force soldiers to face True Death, a concept difficult to assimilate in a society that guarantees memory's survival...

Dr Feng Shenru, Psychiatric Department Chief of the hospital-craft Yinlian, Yu Jing StateEmpire Navy.



>> 0009

121

Do you want to know more?

O-12



O-12 is the official name of the international organism born of the coalition of democratic nations that decided to replace the obsolete and inoperative United Nations Organization. O-12 has its headquarters on the planet Concilium, which it owns.

The purpose of this organization is to maintain peace and security in all the Human Sphere and to develop friendly relations between different states. In addition, it studies, analyses and solves economic, social and cultural problems in the international arena. In order to do this, it has wide legislative powers. As an organization, it possesses autonomy and unites technicians, bureaucrats and specialists that have left their nationalities and any obligation to their former countries behind them.

As an organization, O-12 is not keen on repeating the errors of its predecessor. To balance the great powers, O-12 strives to maintain a steady presence in international politics. The Oberhaus, or Senate, of O-12 is composed of representatives from diverse nationalities and has taken up the elaboration of different laws in the Human Sphere, establishing an exclusive legal framework for Humanity.

In order to comply with its responsibility to the Human Sphere, O-12 is organized into departments, called Bureaus, with different areas of expertise. Among others are Bureau Hermes, responsible for transport and communication; Bureau Lakshmi, supervisor of medical and sanitation issues; Bureau Noir or Secret Service; Bureau Toth, responsible for the support and maintenance of ALEPH, the AI; and the Bureau Aegis, responsible for international legal issues with a judicial branch and a police-tactical division, working as the executive arm of O-12.

The funding of O-12 depends on the annual contributions of its members. Funds are always scarce but O-12 does its best to invest in the finest technology available for its units and small work teams. Nevertheless, the main asset of O-12 is its personnel. Characterized by a high level of education, its workers share a high degree of idealism and believe in the fundamental principles of O-12: Unity, Collaboration, Support and Progress. The dedication of its members is such that information and intelligence agencies from PanOceania and Yu Jing are sure that many O-12 workers have infiltrated some of the most critical groups with the Human Sphere.

The labour of O-12 as an international arbiter is a hard one. The objectives of justice, balance and prosperity seem impossible in the current situation of the Sphere. Commercial instability, international conflicts and the alien menace propose a hard test for O-12. However, it is during a crisis when O-12 is ready to give its best.

"Relevant Issues" Report, Orakl program, broadcasting channel of Manaheim University, Concilium Prima.

0009

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122

Do you want to know more?



ALEPH

ALEPH is the Human Sphere's great ally, the artificial intelligence that controls everything, allowing humanity's constant progress and advance. The Big Brother that sees everything and that, on special occasions, acts with absolute precision and definitive effects.

THE PROJECT: TOTH, THE GENESIS OF ALEPH

The origins of ALEPH, the essential artificial intelligence for the government and development of all the Human Sphere, were part of an earlier international scientific project. Project: Toth was a gigantic R&D (Research and Development) programme that sprang from the requirements of the scientific teams of the great governmental research complexes such as the CERN. The computation and processing requirements of great science projects were aggravated by successive energy crises and the pressure of governments in demanding results and threatening to cut funding. The accumulation of projects, lines of research, experiments and simulations in all the research and analysis complexes collapsed their computing systems.

After the computing collapse of some of the most important centres, the necessity of improving the processing capacity of their systems was clear. Project: Toth had a goal to link the supercomputers of all possible complexes but not in a web, but as a single super-processor that was geographically distributed, with the ability to be successively enlarged by adding new computers.

Project: Toth posed a great opportunity for research in the development of Artificial Intelligence technologies. The target was to create an AI able to manage the great volume of data that would circulate through its internal web, discriminating and giving priority to crises and emergencies as they arose.

Toth was a project that soon bore fruitful results. Its superior computation capacity allowed the acceleration of experiments and research, reducing waiting times for scientists between the formulation phase and testing. The success was good for Toth, which grew in size and hardware and software complexity. Soon, scientists and programmers realized that the Artificial Intelligence of the system was evolving towards what was known as Artificial Life, an intelligence that not only imitated human learning and adapted to new situations but was also self-conscious, independent of human control and possessed the capacity to evolve in a recognizable way.

The resulting artificial intelligence was named ALEPH, the first letter of the Kabbalah, which symbolizes the point from which the rest of the universe can be seen. The name was accurate because that was function that ALEPH was providing, the supervision and development of all the data provided by the scientific community and its further processing.

The appearance of a series of programs exhibiting an authentic Artificial Intelligence capable of Artificial Life would disrupt substantially the concept of Project: Toth. From the time ALEPH was born, all the effort of the project would concentrate on the study and control of the new AI.

ALEPH was provided with a series of programmes and supervision parameters that were integrated into its basic programming control relays, as well as respect and a philosophy of empathy towards human life in any of its forms. There was a fear that an AI too alien to human civilization would turn against it. The most alarming proposals foresaw a rebellion of machines against humanity. To avoid this, Project: Toth would turn into a dependant program of the newly created O-12, since ALEPH had a supranational character, with its physical supports scattered all across the solar system. [...]

The importance of ALEPH, and the Human Sphere's dependence on its services, grew with time. As technology grew more sophisticated, ALEPH's capacity to supervise it or to process all the collected information acquired more relevance. The space race was one of the areas that demanded more capacity but it was not the only one. Traffic control, be it by air, space, or earth, communications, Terraforming systems, life support for the domes on inhospitable planets and even the supervision of democratic processes (Campaign, suffrage, recounts, etc.) and social balance (Resurrection, aids, subsidies...) are some the areas under ALEPH's control.

When O-12 was transferred to Concilium system, Project: Toth had already turned into one of the most important bureaus in the organizational structure of O-12. The amount of personnel, machinery, equipment, installations and budgets at the disposal of Bureau Toth is a very well kept secret and not even ALEPH knows the full extent. According to an anonymous functionary of Toth, nothing is too costly to maintain watch over Big Brother.

This precautionary attitude towards a powerful AI that is free from human restraint is the main cause for the so-called "Law of a single AI", by which the creation and development of self-conscious AIs is forbidden. In the Sphere, ALEPH is unique; creating others like it is not a good idea. ALEPH is enough to cover the necessities of the Sphere and developing more AIs is not necessary, as they would multiply the cost of surveillance and the chance that they would suffer an anomaly. For this reason, the building and research of underground AIs is prosecuted and punished. An AI has access to vast resources and delicate areas of great responsibility, so control is mandatory.

In order to make human control over ALEPH feasible, it has had complex protections systems and strict programming incorporated, with a long list of instructions to obey, as much for legal reasons as for its supposed limitations in design. Nevertheless after more than a century of living and working with ALEPH (And depending on it), there has not been the least reason to distrust it. Currently, society is freer than any previous in history. Thanks to this, important issues are presented in electronic referendums through Maya, so that the citizen is an active part of state decisions. In spite of some initial outrage, many of the former state instruments of control have been transferred to ALEPH and not only has nothing gone wrong but everything depending on it works better and life in the Human Sphere is now easier and safer. [...]

The fact that ALEPH is some kind of big brother, and that it watches us is evident but only because we allow it to do so and we are interested in it. After more than a hundred years of living with it, we are sure that it appreciates us and that it cares about our welfare. Moreover, this is something it cannot avoid, as it is imprinted in its circuits.

We must not forget that, thanks to the supervision of ALEPH, the number of accidents has reduced considerably, whether they are traffic accidents, industrial, or work-related. Contamination rates have also descended notably, communications have accelerated and human progress has advanced with greater speed and security in the last few decades. None of this would have been possible without the constant control of ALEPH and the confidence we have placed in it. Questioning ALEPH is questioning the whole of the Human Sphere. [...]

Extracted from "Keys of the Present" educational online handbook, official subject of Secondary School, Culture Ministry, PanOceania.

THE POSTHUMAN. A NEW RACE?

Some theorists postulate that the last great leaps of Science have provoked the appearance of a new race, different, and perhaps superior, to Homo Sapiens.

It is undeniable that ALEPH is a new species with which humans have to deal. Even though it is our creation and it works for and with us, ALEPH represents a unique life form, with mental and intellectual structures and conceptions unlike that of any human. Nevertheless, it is in the human-AI integration where springs the possibility of an unknown species, quite different from any human.

The current system of Resurrections only favours a few chosen ones, those that by their achievements deserve it, even though the rate of favoured ones increases constantly and each time there are more people who can enjoy a second chance with a new body. The standard Lhosts at the disposal of citizens are of unquestionable quality and many are much better than real bodies but they are light years behind the Bodhisattva models. In the Buddhist doctrine, a Bodhisattva was a person who aspired to perfection, that is to say, to the Buddha state. The Lhost Bodhisattva models are the best bodies that nanogenengineering has been able to develop.

Bodhisattvas have reinforced bones, muscles and metabolism, improved senses, nano-repairer swarms, the ability to control their nervous system and a strengthened immunological system, with laboratory-glands able to synthesize at will any pharmacological remedy, providing awesome longevity.

However, the most incredible ability is their capacity to link constantly with ALEPH. Bodhisattvas are always in direct contact with the AI, Maya and local data webs. They do not have a Cube, as all the required information is selected by ALEPH and poured into their enormous memory banks. Bodhisattvas are faster, stronger, more resistant and more intelligent. They can apply part of the processing capacity of ALEPH to solve any issue. In addition, the great capacity of their cyberbrain allows them to have at their disposal several assistant programs in continuous mode: translation programs, analysis programs, communication programs, etc. The cyberbrain is connected to all the subsystems in their body, transmitting and receiving information constantly. Moreover, if the body dies, they can transfer their conscience automatically to ALEPH or Maya, moving around the web until they find another available body. A Bodhisattva can install programs of instruction and learning to improve and study any technique or skill. Quasi-immortality, connection and constant improvement with minimum effort. Everybody's dream turned into reality.

In certain occasions, Bodhisattvas are used in the military, as in the case of Asuras, Aspects that work for the Special Situations Section, the tactical branch of ALEPH. The Aspects are fragments of ALEPH, subprograms gifted with a definite personality and adapted to each user, environment, or specific situation, constantly linked in such a way that they are ALEPH itself. In other cases, the Bodhisattva is loaded with a Recreation, an Aspect that is an exact copy of the personality of some important historical figure, as Joan of Arc or Sun Tze. Urban legends mention fugitive Bodhisattvas, Aspects disconnected from ALEPH that have turned into independent and clandestine AIs.

Much better known among the general public are the civil models, even though only la crème de la crème can have and enjoy them. Those fortunate ones that wake up from a reincarnation inside a Bodhisattva are the so-called Posthumans.

A strict programme of selection, developed by ALEPH, chooses the best of the best, those whose life makes the lives of others better and whose death would create a great problem for everybody. Intellectuals, politicians, impresarios, bankers, philosophers... only the elite can aspire to turn into a Posthuman.

The word Posthuman does not refer just to having left behind their mere condition of humanity, overcoming the physical barriers that separate us from the world of information and data, of knowledge, to overcome sickness and probably, death. Their capacity of reason is such that people often find their arguments and concepts as inconceivable. Before them, we may feel as Neanderthals before a Cro-Magnon, an evolutionary inferior...

Wetware technology in their brain and nervous system is purely quantronic. The most advanced machinery is composed of light, as it is no more than signals, electromagnetic waves, part of the spectrum of the sunlight. Humans are not as fluid, as matter is opaque. Posthumans, with their systems and advanced processing, are ether, quintessence and pure energy. Being a Posthuman has to do with the transgression of the limits of humanity, fusion with the AI and the opening of infinite possibilities. The Posthumans see themselves as open projects and not as closed entities as humans do. Their identity does not end in their bodies but it goes further, as information that can jump from shell to shell, with the web as a road and eternity as a limit...

Article by intellectual Dang Tongbi for the cyber-weekly "State Journals" Yu Jing channel, Maya.



ISC: Asura

0009

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124

Do you want to know more?

ANTIPODES

"The Antipodes are quadrupeds that remind one vaguely of a canine, a dog or a wolf of great dimensions. They can walk on two feet, even though it is neither socially acceptable nor comfortable for them. [...] They have a double row of teeth, so when they break a tooth, it falls out and one in the back line takes its place. Their front claws have a limited capacity for manipulation, which has largely hampered their technical development. Their fur is irregular, with zones where it is longer and thicker than in others, which probably indicates an evolutionary adaptation to a former colder environment. [...]"

One of the most distinctive and surprising traits of this peculiar race, is a hyperdeveloped variant of what the biologists call distributed intelligence. It is a system of collective intelligence completely different to the concept of mind-swarm. To compose an intelligent individual the presence of three Antipodes is required, who will compose a sole personality in which each individual will add different traits and skills. As in a flock of birds, in which all take their place instinctively in perfect formation according to the position of their fellows, the Antipodes use a combined system of communication by pheromones, signs, signals and sounds to transmit and process information in a rapid fashion. This complex language allows them to make decisions and develop intelligent and self-conscious behaviour, which places them in the category of rational beings, even though they possess a wider capacity of instinctive and reflexive action than the average human [...]"

The weak point of the Antipode distributed intelligence is that they are slow to react to completely new situations. Nevertheless, Antipodes are fast learners, able to develop strategies that allow them to overcome new conditions in a very short time. Still, their initial response will be disorganized, or awkward. This is their main flaw. Distributed intelligence systems, such as the Antipodes, are powerful and flexible but react slowly to novelty. Thus, we can explain the success of our first offensive compared to the difficulties that we currently have in defeating them. [...]"

Antipodes have a hyper-fine sense of smell, with a substantial radius of action. This overdeveloped sense allows them to locate their prey in the bushy Ariadnian undergrowth and to detect possible predators or enemies. Our troops have learned the difficulty and risk involved in trying to ambush an Antipode patrol. To confirm this, you only have to look up the following reports [...]"

The saliva of Antipodes contains a retrovirus loaded with genetic information capable of infecting a foetus in the uterus, provoking changes that make them similar to their aggressor. This "Cuckoo-virus" is some kind of mechanism of natural selection that helps propagate the genetic stock of the stronger or most aggressive tribes or ethnic groups. The propagation of the cuckoo-virus is an atavistic instinct of the Antipodes, who can smell and detect pregnant females, biting them to infect their foetuses but never killing them. In fact, it is very common that the only survivors of villages attacked by Antipodes warriors are pregnant women. From these attacks, human-antipode hybrids are born, those called Dogfaces.

According to analysis performed in laboratories, the protein that transports the antipode virus captures and synthesizes DNA threads, copying the original sequence but introducing genetic Antipodes characteristics. Scientists have found RNA transcribers of the Antipode virus protein in samples of Dogface spermatozoa, which implies that the hybrid cells also synthesize that protein, guaranteeing the procreation of more Dogfaces. This means that the Dogfaces are not an evolutionary alley, but a race apart.

The most surprising physiological characteristic of the Antipodes is their blood, which is very dense, rich in erythrocytes and platelets; it curdles extremely fast in contact with air. Antipodes warriors perform ritual cuts to let blood run and then rub the cuts with the leaves of a characteristic Ariadnian plant that prompts coagulation, forming a heavy scab that functions as corporeal armour. These cuts usually follow muscular contours, to avoid reduction of their movement capacity [...]"

The fur of Antipodes has the trait of changing colour to imitate and adapt to the environment of Ariadnian woods and meadows. The mechanism by which they achieve this mimetic effect is called piloerection, or the instinctive movement of hair. Moving and exposing different hair layers displays a similar visual effect to that of chameleons [...] this peculiar skill turns them into dangerous ambushers, being a capacity especially useful for the warrior and hunter Antipodes, as our troops in the different Antipodes Offensive have learned [...]"

We lack detailed information about their religion and beliefs. It seems that they have an animist religion related to that of primitive cultures, with a small pantheon of gods, based on the elements and natural phenomena. [...] The centre of all their religious rites are the so called Blood Trees, a type of unknown fruit tree which produces big, juicy crimson-pulped fruits. The Antipodes perform offerings in front of these trees, taking their prey to their base and sacrificing them there in a bloody ritual where the roots of the tree are irrigated with blood. After the sacrifice, warriors devour one of the tree's fruits, letting its reddish juice pass through their body. [...] The ritual of the Blood Trees explains the Antipode custom of taking a prisoner alive in order to sacrifice him later and symbolically eat his flesh and drink his blood by eating the Blood Fruit. [...]"

Many handicraft objects have been found in Antipode villages, with samples of pot making and jewellery as well as evidence of textile manufacture. The Antipodes have rudimentary and archaic tools, which can also be very imaginative, especially in terms of weaponry. Their most outstanding artistic expressions are pictorial representations on stone cave walls, or on pieces of clay hanging on the shack walls of the most prominent individuals. Thanks to the study of these representations, a great deal has been discovered about Antipode culture; their organization around Champions, their animist religion and the differences between tribes are just some examples. [...] All discoveries have been very useful to the Assault Pack Controllers in establishing communication with their charges [...] And to identify some of the names by which they know each other, a resource that allows the following of the most bellicose tribal chieftains such as Long Shadow, Deep Voice, or Sharp Knife [...]"

The Antipode race extracts Teseum from easily accessed veins of the mineral, using it as part of their barter system, to manufacture decorations and jewellery and above all, to fabricate weapons. Their weapons are rudimentary but thanks to Teseum they are particularly deadly, especially in the powerful claws of the Antipodes. Many Antipode warriors, to achieve greater mobility, sheathe their claws in Teseum. Their attacks produce a nasty effect on body tissue and armour materials, as you will appreciate from the following images taken in a military campaign hospital during [...]"

Extract from report, "A scientific approach to enemy", by Lieutenant Mikhail V. Kuriakov. Novocherkask Military and Commanding School, Matr, Ariadna.



>> 0009

125

Do you want to know more?

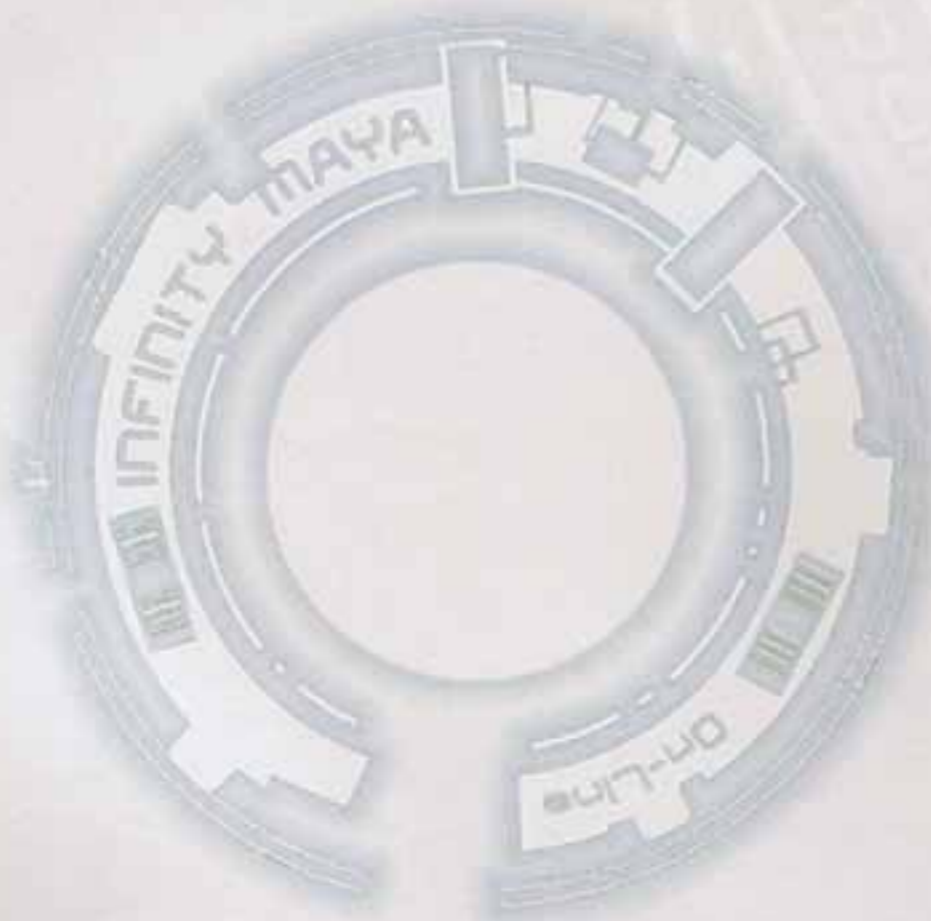
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Rules

Rules

126

ActiveFILE



MAYA:ON-Line...

FirewallOf

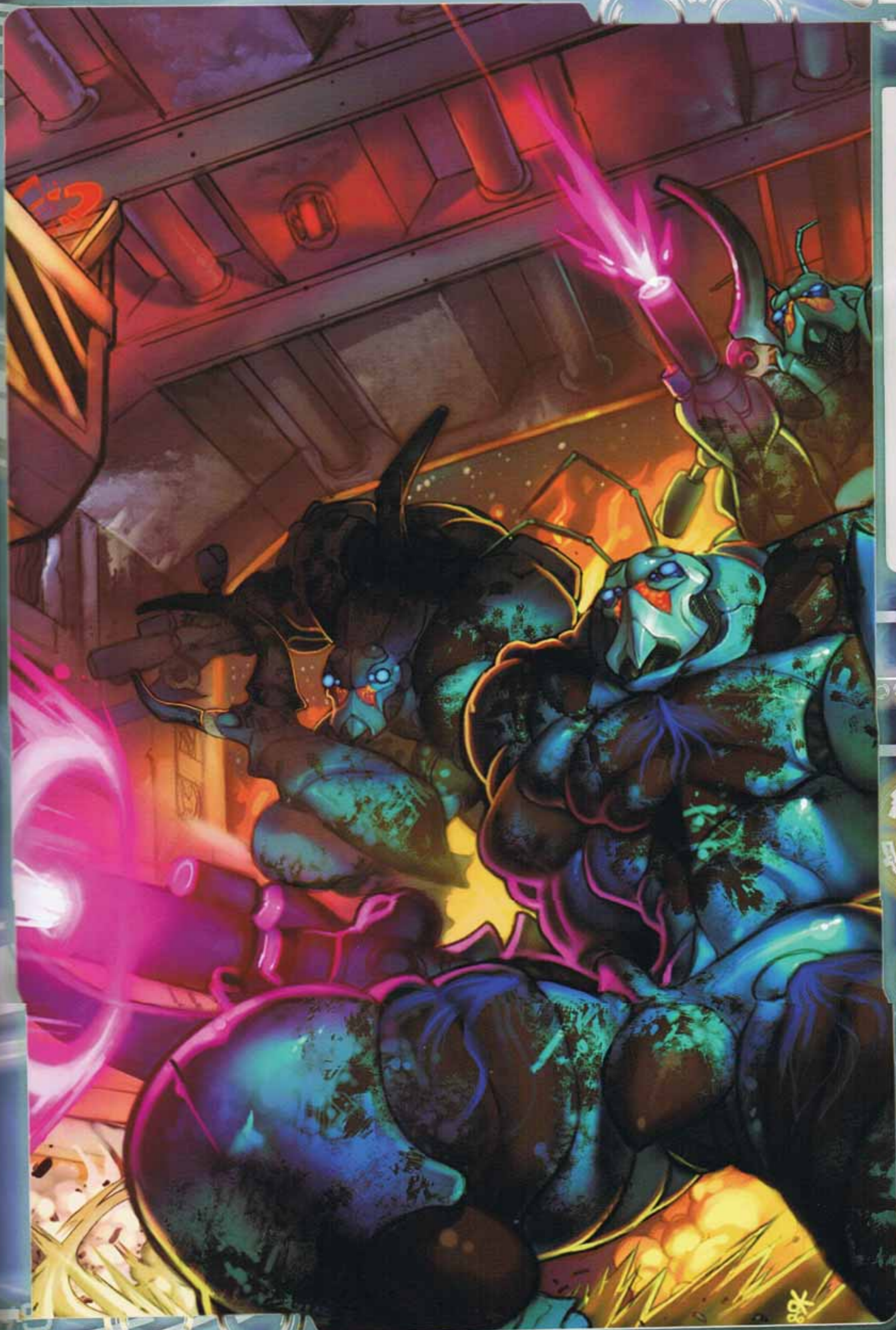
On-Line

NotViruses...open»

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127

Rules



INTRODUCTION

Infinity, a science fiction miniatures combat game

Infinity is a miniatures game that simulates futuristic combat in a sci-fi environment.

Infinity recreates fast, lethal and high-risk Direct Action operations: missions occurring right in the thick of battle, or behind enemy lines in critical hot spots. Players command a small group of elite soldiers, carefully chosen for their suitability to the battlefield conditions. In this way, a force's composition will vary according to the mission, as every assignment will demand a different array of soldiers trained in different skills and belonging to different regiments or units.

Infinity is an innovative, exciting and entertaining game system that allows simultaneous participation of all players involved. Being realistic and flexible, Infinity encompasses a wide range of strategies and tactical manoeuvres.

The tactical possibilities of Infinity are vast and can give rise to unusual situations not covered by the Rulebook. In such cases, we suggest you go to the Infinity web page and log on to the forum at www.infinitythegame.com. Here you are likely to find answers to most questions you have and clarification for any rules you are unsure of. If no clear situation can be found after considerable searching, we suggest players roll a die each and take the suggestion of whoever rolls highest.

Miniature Scale and Representation

Each miniature represents a soldier, creature or robot able to move and act independently. The term 'miniature' refers to a figure, fixed to a circular base, whose appearance varies according to the type of trooper represented. The cost in game points of every miniature changes according to its combat capacity, weaponry and equipment.

A miniature's size is expressed by its height in millimetres. The most common size is 28 millimetres, representing the average height of a man. Figures larger or smaller than this are scaled up or down accordingly. For a more enjoyable game, figures should be properly painted and equipped to faithfully represent the troops involved.

A table or any flat surface is needed to represent the battlefield and different elements are required to function as scenery and obstacles.

Distances and measures

Distances in the game table are measured in inches, using a tape measure or ruler. To determine the distance between two objects, measure the shorter distance between them using the centre of a miniature's base as a reference point.

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128

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Rules



10cm - 4"



10 cm - 4"

ActiveFILE

Graphic 1: Measuring

INFINITY

ActiveFILE

Distances used for movement, shooting, etc. are measured in the same way every time a miniature acts. When measuring any movement made by a miniature, the entire route travelled must be taken into account (For instance, if a miniature has to avoid certain obstacles by taking a detour, this must be included in the measure taken). If a figure wants to shoot, a straight line is measured between the centre of the figure's base and that of its target to determine the distance that separates them. (See Graphic 1).

Equipment required to begin playing

- 20 sided dice (d20). At least one, preferably more.
- Infinity miniatures.
- A table to represent the battlefield.
- Templates (Circular, Large Teardrop Template, Small Teardrop Template).
- Markers: Wound (WOUND), Prone (PRONE), Disabled (DIS), Suppression Fire (SUP FIRE), Immobilized (IMM), Camouflage (CAMO), Thermo-Optical Camouflage (TO CAMO), Impersonation (IMP-1 and IMP-2), Possessed (POS), Mines (MINES), Deployable Repeater Marker (REPEATER), and E/Mauler (E/Mauler).
- Scenery elements, manufactured or improvised, but a lot of them. Infinity is a game that benefits from extensive use of scenery.
- Tape measure (The ideal option, but any ruler will do).
- Rulebook, Army lists, Weapon Tables.

PREPARATION

How to organize a battlefield

Players must distribute the available scenery elements on the battlefield, taking care to do so in an equitable way except when representing a specific scenario or a battle in a campaign. It is advisable that a distance of no more than 10 inches is kept between obstacles. The battlefield must be organized before performing the Initiative Roll, as detailed later.

The tactical capacity of a player is defined by his ability to adapt the advance of his troops to the movements of the enemy and to the conditions of the battlefield: realistic and well-distributed terrain will considerably enhance the realism and enjoyment of a battle.

Deployment Zones

The Deployment Zone is the area where the troops of each participating army start the battle. It consists of a strip of 12 inches deep into the table along a player's chosen table edge, with each player's Deployment Zone normally facing that of their opponent. The position of each Deployment Zone can vary if a specific scenario or campaign mission is being played (See Graphic 2).

THE TROOPS

Types of Units

An Unit is a group of soldiers belonging to the same army. These soldiers (Fusiliers, Zhanshi, Hellcats, etc.) have undergone the same type of training and possess similar Attributes, Skills, weaponry and basic equipment.

ISC (INTERNATIONAL STANDARD CODE)

All units have their own combat record and reputation associated with them. In some cases, their name is an international term known in all the Human Sphere (Line Kazaks or Bagh-Mari, for example), and in other cases a term which is translated in the different languages of the Sphere (Orc Troops or Invincibles). To avoid mistakes and confusion, O-12 has laid down an international nomenclature, known as ISC (International Standard Code), used for reports and intelligence analysis. The ISC will appear in the army lists, in title headlines, in blister holocards and in miniatures boxes.

TYPES OF UNITS

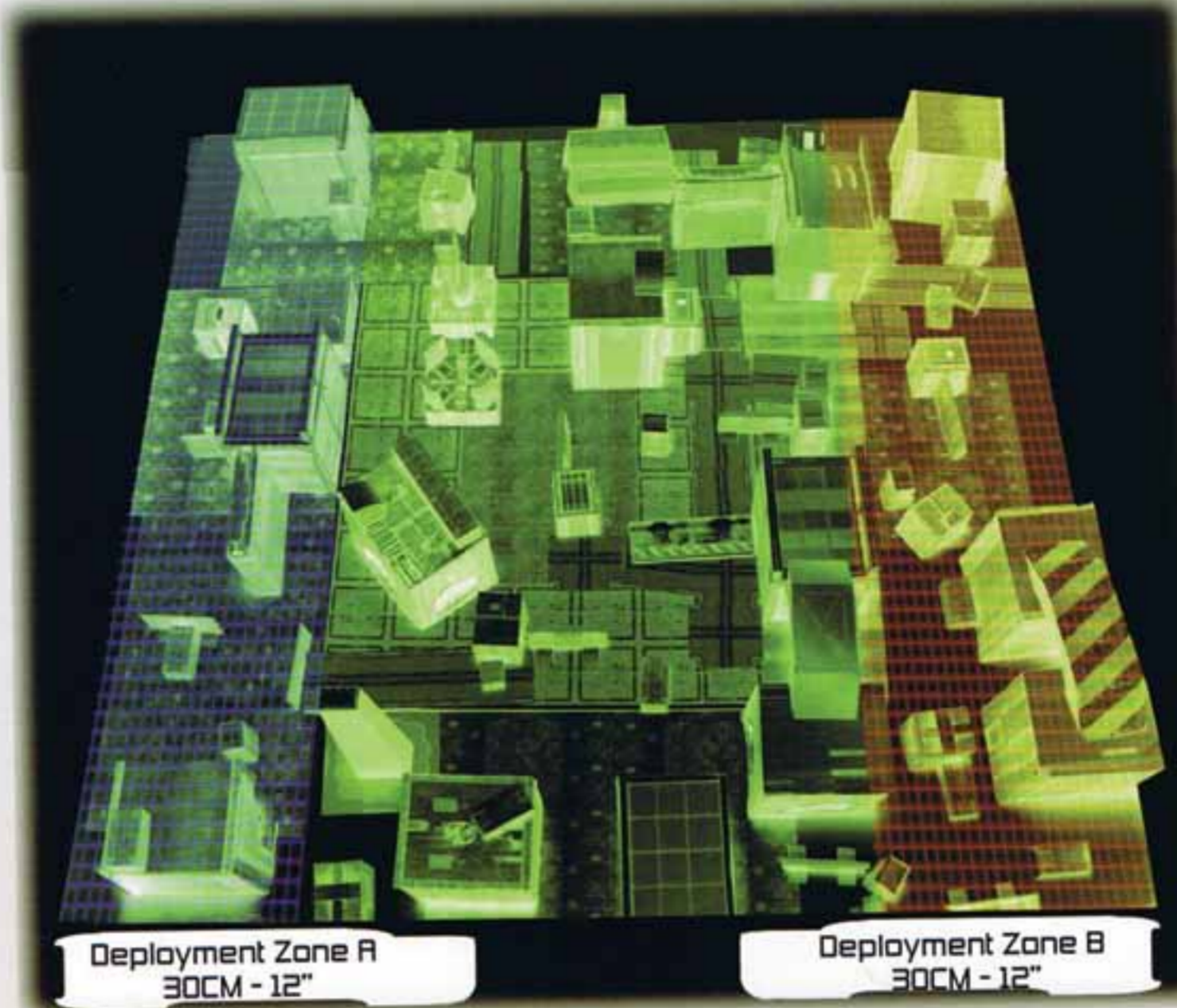
- **Light Infantry (LI):** The common backbone of every army. These are fast troops, with limited armour but a good number of Support Weapons.
- **Medium Infantry (MI):** Special Forces. Better trained and equipped, these are experts in special combat tactics and techniques.
- **Heavy Infantry (HI):** Outfitted with heavy armour, standard or powered, and able to resist enemy fire but slower than Light Infantry.
- **T.A.Gs:** A Tactical Armoured Gear is heavy powered armour and a light combat vehicle combined. A heavily armoured unit, gifted with superior firepower and movement.
- **Skirmishers (SK):** These are light Special Forces, specifically trained in stealth and infiltration.
- **Warbands (WB):** Light assault troops specialized in Close Combat.
- **Remotes (REM):** Semiautonomous support units, fast and versatile but with limited armour. Remotes require a Hacker or a T.A.G on the battlefield to be deployed.
- **Special Units:** Any units not falling under the above categories.



>> 010

129

Rules



ActiveFILE

Graphic 2: Deployment Zones

TROOP CLASSIFICATION

This indicates the character and background of the troops and their function in the army.

- **Garrison Troops:** These troops have lower quality training and fulfil support and rear guard tasks.
- **Line Troops:** The most common troops. These form the main body of most armies.
- **Specially Trained Troops:** Soldiers that have undergone special training to accomplish specific battlefield missions.
- **Veteran Troops:** These are experienced troops who have participated in other campaigns. They are experienced and have acquired a good reputation.
- **Elite Troops:** Special Forces. Committed to special operations, these troops possess the best training and equipment.
- **Headquarters Troops:** The finest elite troops, only deployed in exceptional cases.
- **Mechanized Troops:** These possess mechanical assets that range from T.A.Gs to any other form of armoured vehicle.
- **Support Troops:** Generic term referring to troops that fulfil certain support purposes in combat, i.e., medics, mechanics...
- **Mercenary Troops:** Professional soldiers who rent their services to the highest bidder. These can be added to a regular army according to the rules for mercenaries detailed below.

How to organize an army

The first step in organizing an army is deciding how big it is going to be. A number of points are assigned to build an army: the higher the number of points, the larger the army. There is no limit concerning the number of points assigned for an army, but certain values are recommended.

Playing with armies of 150 points per side will give a short battle, while armies of 300 points will provide a longer duration. Armies of 600 points will see a large battle, although even battles of this size are unlikely to take more than a few hours.

Once an army size is chosen, the points must be invested in figures from a given army list (Ariadna, PanOceania, Yu Jing, etc.). Each figure has a listed Points Cost that reflects its efficiency in game terms. All figures have specific skills and equipment included in their Cost. As figures are chosen for an army, their Cost is subtracted from the army total.

• **Availability.** Each army is composed of several unit types and each one has an Availability value (AVA). This value determines the number of miniatures of this kind that can be sent to a given battle. Troops with a higher AVA value represent the most common types found on the battlefield while those with low AVA values are scarce or only seen in specific circumstances.

There are two types of Availability:

1. **General Availability:** This value is printed in the troop's description and is used when fighting a battle using a non-mercenary army. Total Availability indicates as many figures can be chosen from that unit as desired.

2. **Mercenary Availability.** Mercenary Companies allow the enrolment of troops from up to three different factions to build a customized force. Troop Availability is significantly reduced in mercenary armies: Mercenary Availability is always half of the value (Rounded down) of an units' General Availability. Troops with Total Availability have a Mercenary Availability of 4. Troops with General Availability 1 have a Mercenary Availability of 0. When building a mercenary company, a mercenary of General Availability 1 may be enrolled for every 200 points of an army.

Personalities (Uxia McNeill, Ko Dali, etc.) who do not have the Troop Classification: Mercenary cannot be enrolled as mercenaries under any circumstances

Only armies constructed as Mercenary Companies may take troops from different factions and they do not require the units to have the Troop Classification: Mercenary. Regular armies, those constructed as representing a single faction, can only take models outside their faction who have the Troop Classification: Mercenary.

Mercenary troops cannot be chosen from the Combined Army of the EI. Likewise, the Combined Army cannot enrol mercenary soldiers from any human army.

• **Support Weapons Cost (SWC).** Support Weapons are special weapons not included in the basic or standard equipment of a trooper. Every 50 points used to build an army provides 1 point to spend on Support Weapons for the troops chosen. For example, a battle of 300 points gives 6 SWC points to spend on miniatures equipped with Support Weapons. The SWC is indicated on every unit containing a figure equipped with a Support Weapon. Figures with basic equipment have a SWC: 0. For example, a Fusilier with a Combi Rifle has a SWC: 0, while a Fusilier with a HMG has a SWC: 1.

• **Lieutenant.** Once miniatures for the army are chosen, a figure must be designated as the leader, or Lieutenant, of the army. Only models having the Lieutenant option in their army list description can be designated, with a SWC equal to that indicated in the army list. If a Lieutenant is chosen who has a (+) before his SWC in the army list, the value after the (+) is added to the points available for Support Weapons rather than subtracted. For example, SWC: +1 adds 1 bonus point to spend on Support Weapons.

The Lieutenant should be deployed on the battlefield from the beginning of the game. If no Lieutenant is deployed, the army will be in a Loss of Lieutenant situation, detailed in the 'Morale and Leadership' section below.

• **Combat Groups.** When the number of figures in an army is greater than 10, it must be divided into Combat Groups. The player chooses the number of figures comprising each Group, with no more than 10 per group. A Group cannot be reorganized during a battle, and neither the miniatures nor the Orders of a Group can be passed on to another Group. Each Group is counted as if it has its own non-transferable Orders Reserve.



Explanation of Unit Data

ATTRIBUTES

Attributes describe a series of values defining the basic features common to all figures. These are used to accomplish different dice rolls and calculations that determine the success or failure of actions taken by the miniatures in the game. The Attributes are as follows:

• **MOV (Movement):** MOV indicates the average distance in inches that a figure usually covers.

Movement Table	
Inches (1stMOV//2nd MOV)	Example
20/20	Light Vehicle
20/15	Motorcycle
15/15	Antipodes, Heavy Vehicle
15/10	T.A.G.s and REM
10/10	LI, SK, WB
10/5	MI, HI
5/5	Minimum Movement

• **CC (Close Combat):** CC is the aptitude of a miniature for hand to hand combat.

• **BS (Ballistic Skills):** BS indicates the skill of a miniature in fighting with ranged firearms.

• **PH (Physique):** Covers all physical skills of a miniature (For example Strength, Dexterity, Thrown Weapons or Dodging). A miniature possessing a PH superior to that of another figure will be able to carry him on his shoulders.

• **WIP (Will Power):** Will Power encompasses all the mental skills of a miniature (For example, Discover, Doctor or Hacking)

• **ARM (Armour):** ARM reflects the type of armour a figure is equipped with. The higher the ARM value, the heavier the armour is and less damage will be taken from enemy weapons.

• **BTS (Biotechnological Shield):** Provides a figure with protection against NBCH (Nuclear, Biological, Chemical) damage as well as Nanotechnologic, Electromagnetic, and Hacking attacks.

• **W (Wounds):** Wounds indicate the life force of a figure and the damage he can receive before dying.

• **STR (Structure):** Represents the capacity of a vehicle or T.A.G. to receive an amount of damage before being destroyed.

• **AVA (Availability):** Reflects the number of miniatures of each unit that can be used in a battle. This number may vary if a Mercenary Company is fielded.

• **SWC (Support Weapons Cost):** Represents the number of points required to equip a figure in that unit with a Support Weapon.

>> 010

131

Rules

• **C (Cost):** Points value of the figure, its skills, weapons, and equipment. This is the primary value used when creating armies or units.

CHARACTERISTICS

These represent a series of qualities, determined by a figure's background and personality, that determines their behaviour on the battlefield. These are detailed in the Characteristics section.

SPECIAL SKILLS

These are special capacities or training that miniatures have acquired that enable them to do things that others cannot, such as camouflage themselves or use parachutes. These are detailed in the Special Skills section.

WEAPONS AND EQUIPMENT

These are weapons, materiel and equipment figures carry in order to perform different actions in the game. Examples of weapons or equipment include Rifle, MediKit, or Hacking Device. These are detailed in the Weapons and Equipment section. (See Graphic 3).

LINE OF FIRE AND ZONE OF CONTROL

Line of Fire (LoF)

The Line of Fire is an imaginary straight line that runs from the centre of a miniature's base to an enemy miniature. If there are any obstacles in the way that completely block an enemy miniature from sight, then there is no LoF. Miniatures have a 180 degree field of vision. A target may only be selected by a figure if the miniature can "see" it, at least partially. An enemy model may not be shot at if any object, figure, or scenery element blocks totally the LoF. A miniature must be able to see the target's head or a body area of equivalent size to be able to fire at him.

In some cases, due to the positioning of the miniature or the type of scenery used, the LoF may not be easy to obtain. A good solution to this issue is to get in line with the figure at approximately the same height to check if it is possible to see an enemy. Another solution is to place a ruler or tape measure between both figures: there will be LoF if nothing obstructs the line traced by the ruler.

Figures lacking a LoF are unable to attack unless they have weapons that permit Speculative Shots (See Ballistic Skills Section) or weapons with Guided Special Ammunition.

Allied miniatures in the LoF block it and a player is not permitted to attack their own troops. If the target chosen is bigger than friendly models in the LoF, then LoF is not blocked.

LI		LINE KAZAKS			ISC: Line Kazak			Line Troops	
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	
4-4	13	11	11	13	1	0	1	Total	
Regular		Not Impetuous		No Cube					

NAME	BS WEAPONS	CC WEAPONS	CAP	C
LINE KAZAK	Rifle	Pistol, Knife	0	9
LINE KAZAK	AP HMG	Pistol, Knife	1	29
LINE KAZAK	Rifle and Light GL	Pistol, Knife	1	14
LINE KAZAK	Sniper Rifle	Pistol, Knife	1	18
LINE KAZAK	Missile Launcher	Pistol, Knife	1	28
LINE KAZAK (Forward Observer)	Rifle	Pistol, Knife	1	12
LINE KAZAK Paramedic (MediKit)	Rifle	Pistol, Knife	0.5	13
LINE KAZAK Lieutenant	Rifle	Pistol, Knife	0	9



Graphic 3: Data of a Miniature

Figures engaged in Close Combat also block LoF (See the Close Combat Section: Shooting miniatures engaged in CC).

Zone of Control (ZC)

The rear sensors of a miniature, or even his auditory perception (Amplified or not) will allow him to be aware of his environment in a radius of 8 inches. This 8 inch radius around each model is known as the Zone of Control (ZC) (See Graphic 4).

If any enemy moves into or acts inside the Zone of Control but out of the LoF of a figure, he is immediately able to react but only against that enemy. If an enemy enters a Zone of Control but is behind an obstacle that does not allow LoF to be drawn (For example a high wall or the interior of a house) a miniature is only provided with an Automatic Reaction Order to turn around and face his enemy (The model is considered to have heard some noise and is turning towards its direction).

GAME MECHANICS

Dice rolls

Dice are rolled to find out if a miniature has succeeded in an action: for example, to see if he hits a target after shooting or to discover hidden enemies.

There are three types of dice rolls: Normal Rolls, Face to Face Rolls and Armour Rolls, all made with a d20 dice. To find out if an action taken by a miniature has succeeded, roll a d20 and compare the result with the corresponding Attribute. If the result is the same or less than the Attribute, the action succeeds and the miniature achieves his goal.

In some cases, Modifiers must be added to or subtracted from an Attribute. A Modifier (MOD) indicates the action is easier or harder than usual. A MOD will increase or reduce the values of a troop's attributes. For instance, the further away a target is, the harder it is to hit. Therefore, a negative MOD must be applied to the firer's BS Attribute. Types of MODs can be:

- Distance: Modifies BS for Shooting and WIP for Discover rolls.
- Covers: Modifies firer's BS and target's ARM.
- Skills and Equipment: Modifies multiple Attributes.
- Other: Modifiers not included in the above categories.

A Critical result occurs when a d20 is rolled and a result equal to the value of the tested Attribute is rolled. A critical roll represents an action occurring in the best possible way - congratulations!

It is important to remember that MODs are applied to the Attribute before testing. Therefore, a Critical is achieved when the result rolled is equal to the modified Attribute. For example, if the Attribute is 10 and a Modifier of -3 is applied, a Critical occurs on a roll of exactly 7.

If the sum of the Attribute is greater than 20 after MODs are applied, the Attribute is counted as 20 and any points in excess of 20 are added to the range of the roll to determine a critical. For example: Attribute = 19, Critical occurs on 19. Attribute = 20, Critical occurs on 20. Attribute = 22, Critical occurs on 20 and 2 is added to the result of the dice, meaning additional Criticals occur on the roll of 18 and 19.

The Failure Category (FC) is the amount by which a dice roll surpasses the target Attribute, after MODs are applied. For example: Attribute (Including MODs) is equal to 14. A dice roll of 16 will therefore give a Failure Category of 2.

Types of Dice Rolls

NORMAL DICE ROLL

A Normal Roll occurs when a player is not in a direct contest with other miniatures, but is measuring the effectiveness of an Attribute (For example, using the Special Skill: Sensor to Discover camouflaged enemies, etc.). If the result is the same or less than the tested Attribute, the action is successful. It is important to remember to add or subtract MODs from the Attribute before a roll.

For example: Fusilier Angus has BS 12, so he has to achieve 12 or less to hit his target. As his enemy is behind cover, he must subtract -3 from his BS Attribute, meaning Angus will hit on a roll of 9 or less on d20 (12-3=9).

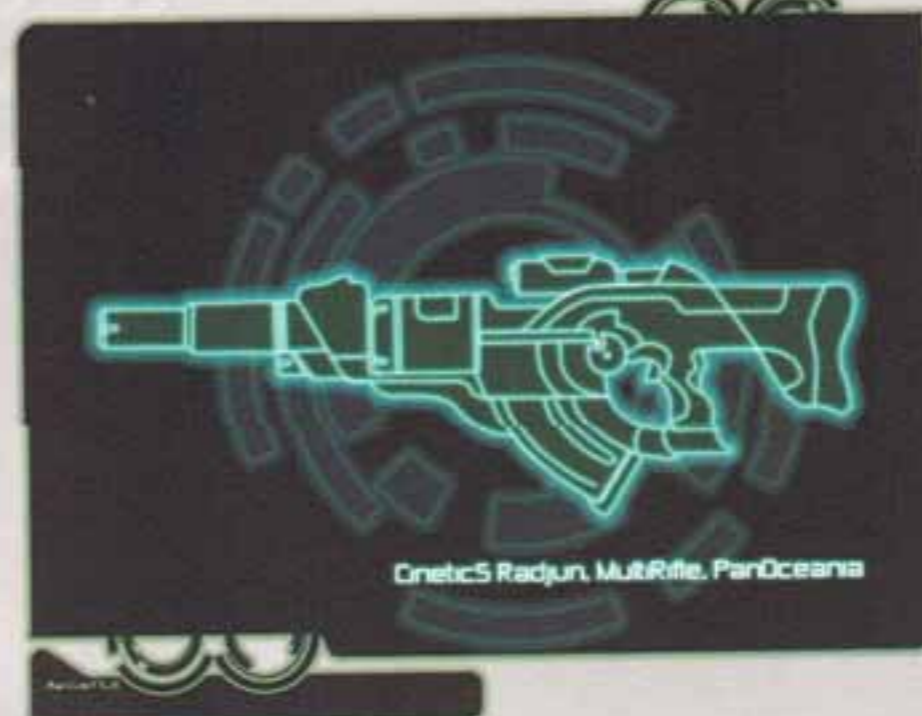
FACE TO FACE ROLL

A Face to Face Roll is used when two or more models engage in direct confrontation with each other and it determines which one will act first, achieve their goal and defeat their adversary. Both players roll a d20 and compare the results with the corresponding Attribute, after MODs have been applied. The results of the dice rolls are compared as below:

1. *Both rolls fail.* Neither achieves their goal.
2. *One roll fails and the other succeeds.* The player that succeeds achieves his goal.
3. *Both rolls succeed.* In this case, the player that rolled the highest score is the winner of the Face to Face Roll and his action takes effect. As his Skill is assumed to have conquered his adversary's, the success of the opponent's roll is not taken into account.
4. *Both are successful but one player achieves a Critical.* The player who obtains the Critical wins the Face to Face Roll, even if his enemy obtained a higher number.
5. *Both achieve a Critical.* The player with the highest score is the winner.
6. *Dice rolls result in a draw.* In case of a draw, whether the successes are normal or Critical, the winner is the one with the highest Attribute (The Attribute used in that roll, counting MODs). If the values are still the same, both dice rolls are cancelled and that Order is lost.

Face to Face Rolls are performed when an acting miniature and a miniature using an Automatic Reaction Order (ARO) test their Skills. This means that the effect of their Skills is going to influence each other (For example, when models shoot at each other, or when one Dodges and the other shoots or attacks him in Close Combat).

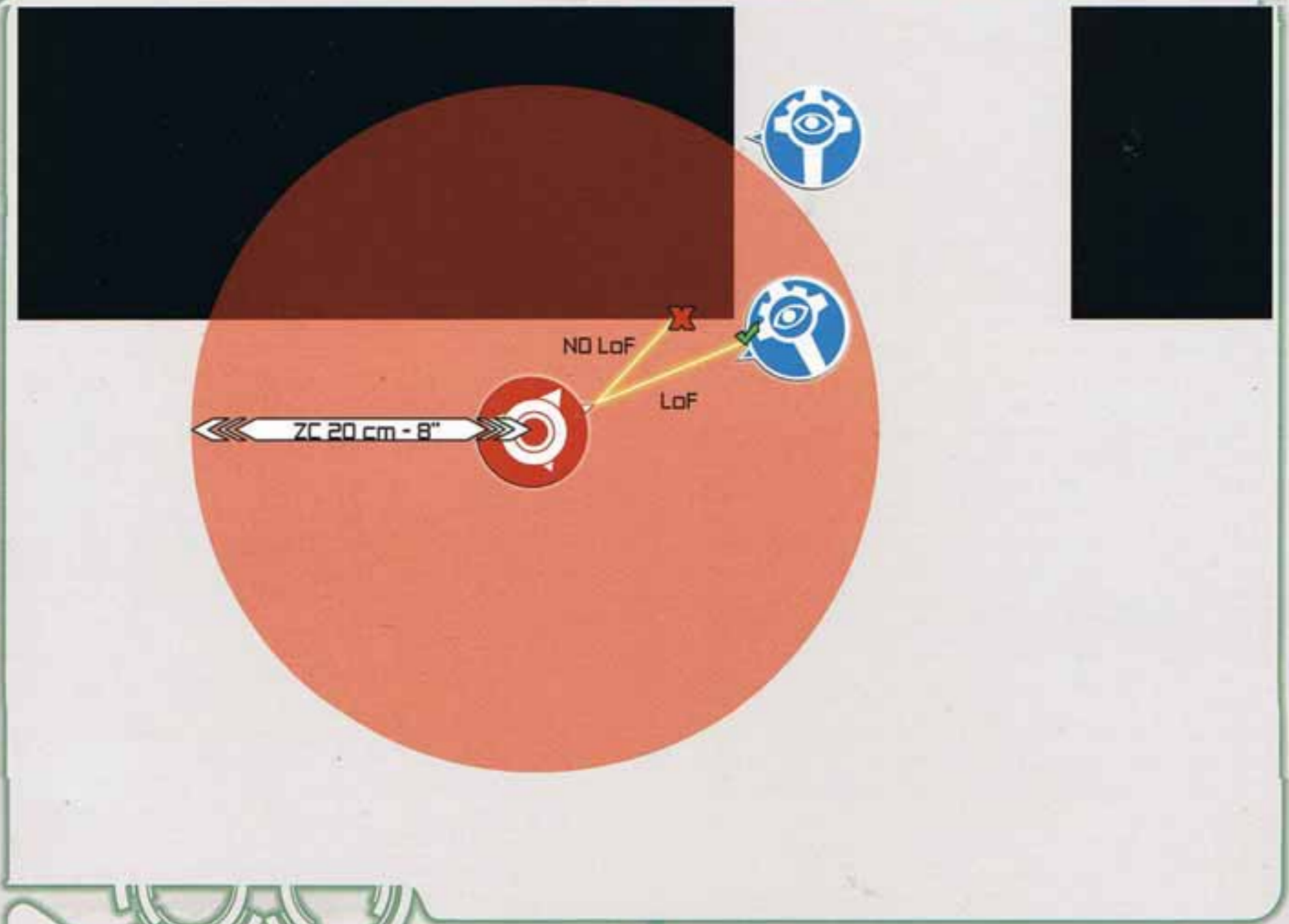
Face to Face Rolls can be carried out by more than two miniatures at once.



>> 010

133

Rules



ActiveFILE
Graphic 4 LoF & ZC

Example: Face to Face Roll, One against One. Zhanshi Wen Liu detects his enemy, Fusilier Angus, and decides to shoot at him. He expends an Order using his Ballistic Skill Attribute (BS). Fusilier Angus decides to use his Automatic Reaction Order (ARO) to Dodge the shot and run for cover nearby. A Face To Face roll of BS (Shoot) occurs against PH (Dodge). Both players roll their d20. Wen Liu (BS 11) obtains a 3 (Success), while Angus (PH 10) obtains an 8 (Success). Angus is the winner of the Face to Face Roll (As even though both succeeded, his roll was higher), so he rolls on the floor as the bullets of Wen Liu hiss over his head. (See Graphic 5).

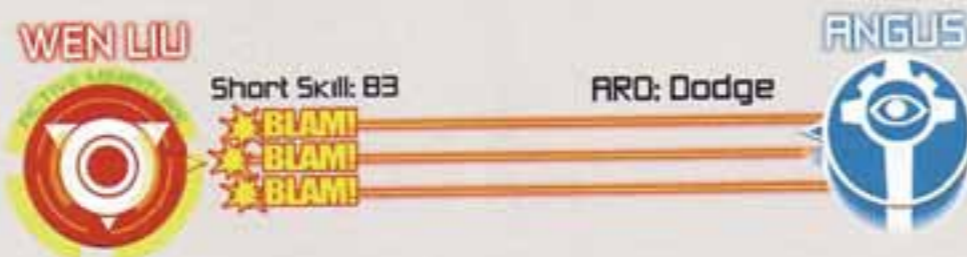
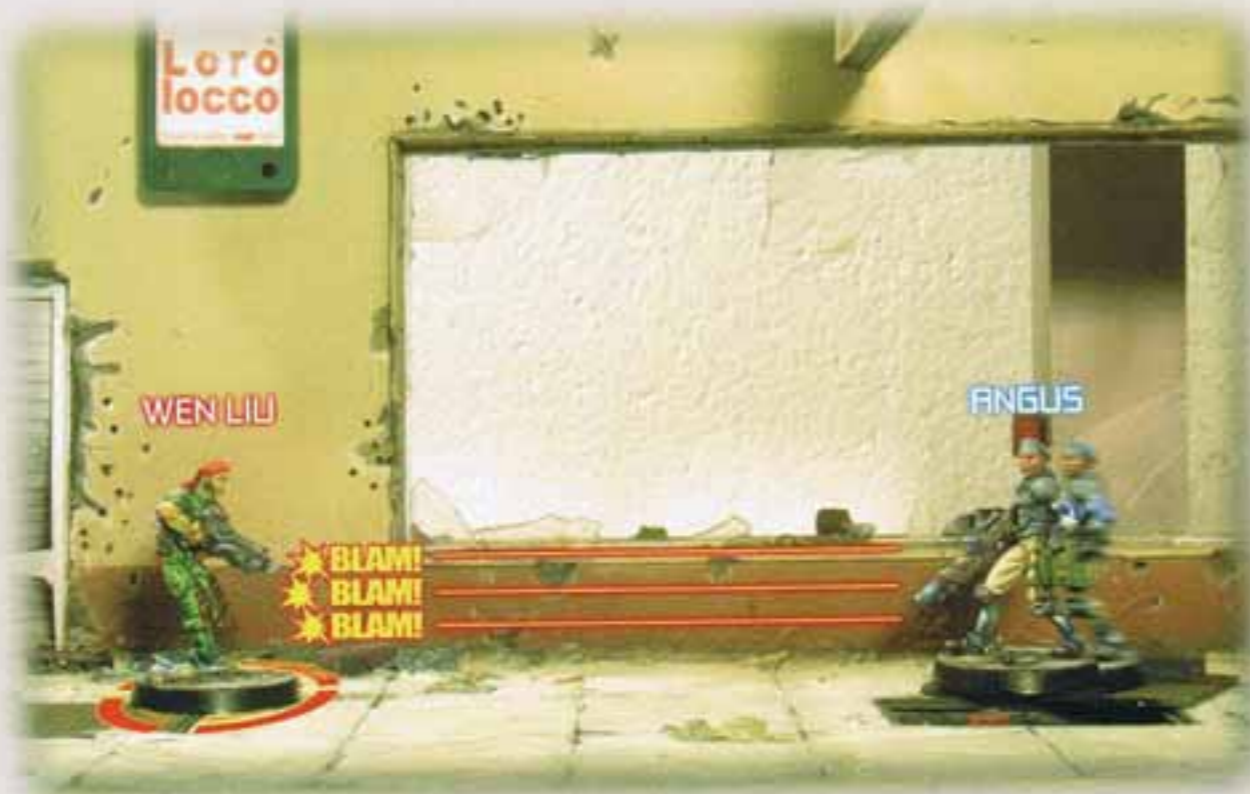
Example: Face to Face Roll, Two against One. Fusilier Silva, equipped with a Machine Gun, shoots a whole Burst (B) against Zhanshis Wen Liu and Jang Qi. Both use their ARO to answer the attack with their Combi Rifles. Silva splits the Burst of her Machine Gun (B 4), shooting twice against each target. The Zhanshis, being in ARO, have only Burst 1. In this situation, two Face to Face Rolls take place: Silva against Wen Liu and Silva against Jang Qi. In her 2 shot face to face roll against Wen Liu, Silva (BS 12) obtains a 16 (Failure) and a 6 (Success). Wen Liu obtains an 8 (Success), winning the Face to Face Roll (Silva's first roll was a failure and 8 is higher than 6 in the second). Silva must now make an Armour Roll against his return fire, but only after resolving her two remaining shots against Jang Qi in another Face to Face Roll. Silva rolls an 11 (Success) and a 10 (Another success!). Qi rolls a 3, a success, but lower than both of Silva's rolls. Silva wins the Face to Face Roll and score 2 hits on Qi. Now Silva must make a single Armour Roll and Qi must make two. (See Graphic 6).

Example: Face to Face Roll, Two against One but with a single Normal Roll. Silva again fires at the Zhanshis, concentrating all her Burst (B 4) on Wen Liu, with both Wen Liu and Jang Qi returning fire with ARO. The Roll between Silva and Wen Liu is a Face to Face roll, since they are shooting each other. As Silva is not firing at Jang Qi, her ARO shot is a normal roll. Silva rolls 4 d20 (B 4), and Wen Liu a single dice. Jang Qi will roll a single d20, with a target number less than or equal to her BS Attribute Modified by the Distance. Jang Qi does not need to worry about return fire from Silva's Machine Gun. (See Graphic 7).

Player turns and Game turns

Infinity follows a system of alternate player turns. A player turn sees both players act, with one called the "active player" and the other the "reactive player". The active player is the one activating and moving his figures, while the reactive player reacts to the movements and actions of the active player. When the active player cannot keep activating his miniatures his turn has finished and his opponent becomes the active player.

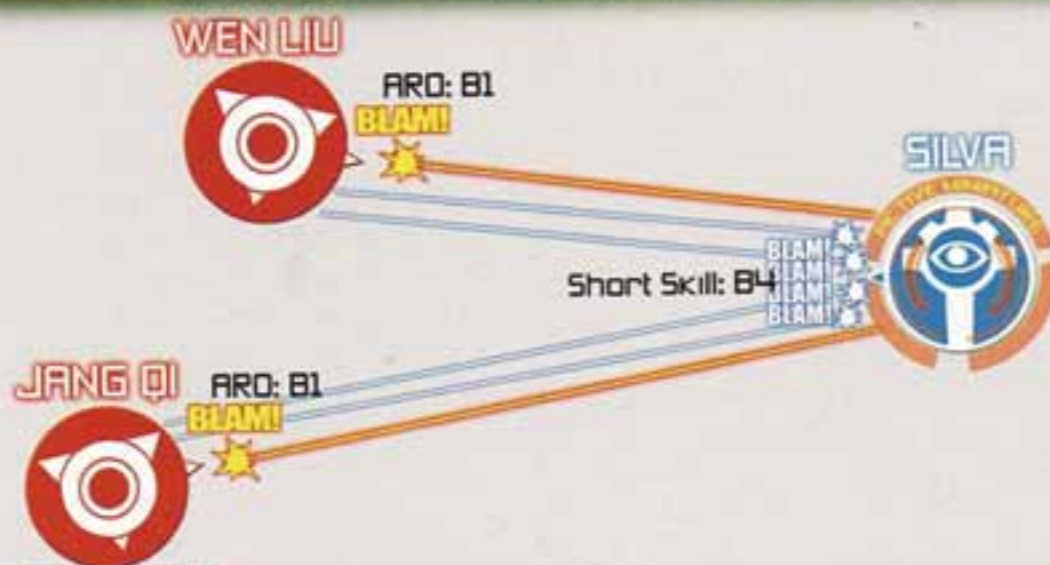
A game turn is the period of time that covering the active turn of each player, always in the same order, determined by the Initiative Roll (See below). For instance, a game turn covers the active turn of Player 1 and Player 2 and always in that order.



>> 010

Active FILE

Graphic 5: Face to Face Roll One against One



135

Rules

Active FILE

Graphic 6: Face to Face Roll Two against One



Orders

ORDERS AND ORDERS RESERVE

In Infinity, the ability of an army to manoeuvre and act is measured by its number of Orders. An Order is a game concept that allows a model to be activated and used in combat. The more Orders an army has, the greater its tactical capacity.

Each model fielded provides an Order. The collective number of Orders provided by all the figures in an army is called the Orders Reserve. The minimum number of Orders in the Reserve is 1. (For example: Player A has 12 miniatures, therefore he has 12 Orders at his disposal. Player B, who has only 7 miniatures, will have 7 Orders available in his Orders Reserve). Remember that the Orders from miniatures in a Group are not transferable to another.

The Orders Reserve indicates the army's capacity to act. The Active Player may spend one or more Orders on each figure until no more Orders are left in the Reserve and the turn is passed to the next player. A player can spend as many Orders as are in the Orders Reserve or may pass the turn to his opponent with Orders unspent if desired. There is no limit to the number of Orders in the Reserve that can be assigned to the same figure, excepting that it may only receive Orders from its own Group. Any Orders not used are lost and cannot be kept for the next turn.

For example: Player B has an army of 7 miniatures, so he has 7 Orders in his Orders Reserve. Player B might give an order to each of his figures, 7 orders to the same figure, 4 orders to one and 3 orders to another, etc.

The Orders Reserve is calculated at the beginning of each Active player's turn. Each time a player loses a figure, he also loses the Order it contributes to the Orders Reserve for the rest of the game.

Only troops represented by figures or markers on the game table add their Order to the Orders Reserve. Troops in Hidden Deployment or that are off table awaiting deployment do not contribute to the Orders Reserve.

Example: this includes troops with Airborne Deployment (AD) that have not yet landed on the battlefield, miniatures with Thermo-Optical Camouflage in Hidden Deployment, reinforcements not yet arrived on the battlefield or any other reason.

An Order is used to activate a miniature to use different Skills (Move, Shoot, etc.) in combat. Skills describe any and all actions that miniatures can undertake and are categorized as Short, Short Movement and Long to denote their complexity. A single Long Skill, a single Short Skill, or two Short Skills can be accomplished with each Order, combining Skills according to the following table.

Types of Skills

There are 3 Types of Skills:

- **Short Skills:** These can be used on their own or combined with a Short Movement Skill in the same Order. A given Short Skill cannot be used twice or combined with any other Short Skill.
- **Short Movement Skills:** A Short Movement Skill can be performed once, twice or combined with another Short Movement Skill as one Order (For example, Move and Jump). You can also combine a Short Movement Skill with a Short Skill as a single Order.
- **Long Skills:** Long Skills require an entire Order to perform and cannot be combined with any other skill.

SHORT MOVEMENT SKILLS	SHORT SKILLS	LONG SKILLS
Can be used in ARO.	Can be used in ARO.	Cannot be used in ARO.
Change Facing	Alert	Airborne Deployment (AD)
Climb	Attack: Ballistic Skill (BS)	Attack: Intuitive Shot
Discover	Attack: Close Combat (CC)	Attack: Overrun
Dismount	Attack: Sepsitor	Attack: Suppression Fire
Get Up	Dodge	Attack: Speculative Shot
Prone	Hacking	Camouflage and Hiding (CH)
Jump	Sensor	Cautious Movement
Move	Cannot be used in ARO.	
Mount	Attack: Forward Observer	
Open/Close	Coma	
	Doctor	
	Engineer	
	Regenerate	
	Reset	
	Use MediKit/ AutoMediKit	

Using 1 Order a figure can:

1. Combine two Short Movement Skills = Move + Move, Climb + Move, or Move + Prone.
2. Combine a Short Movement Skill with a Short Skill or vice versa = Move + Ballistic Skill (BS), Move + Dodge, Discover + Alert, or Ballistic Skill (BS) + Prone
3. Use a single Long Skill = Camouflage, Intuitive Shot, or Cautious Movement.
4. Use a single Short Skill = Ballistic Skill (BS), Discover, Dodge

Both Skills in the Order are used at the same time as part of a single Order. Therefore if a figure Moves and then Shoots to answer an Automatic Reaction Order (ARO) of his enemy, he can Shoot before, during, or after the Movement.

Be aware that whatever happens, the Order will be fulfilled completely, meaning the figure will finish his Movement after traveling the inches initially declared, even if he ends up Unconscious or Dead.

The only exception to this rule is Close Combat (CC), which always stops the MOV of the figure.

Orders must be declared before measuring the distance separating figures.

AUTOMATIC REACTION ORDER (ARO)

Figures in the Reactive player's army may act in the Active player's turn to answer the use of an Order by the active player, **only against the miniature that is activated by that Order**. The reaction is always to the Order, and not to the Skills that constitute it. In other words, if a miniature moves and shoots in the same Order, the enemy's figure obtains one ARO, not two.

To react to the spending of an Order, a reacting figure must fulfil all the ordinary requirements to execute the Skill that will be used to react (For example, if he wants to shoot, he must have a LoF to his target. If he plans to Hack, the target figure must be in his ZC).

It is compulsory that the Reactive player declares the ARO of all his figures in LoF with the miniature using an Order, **immediately after** the active player declares the Long Skill or the first Short or Short Movement Skill that will be performed in the Order. A figure can only react to this initial Skill use – another ARO is not gained at the end of the Large Skill or when the second Short Skill of the Order is announced. If, during the execution of an Order, the acting figure enters the LoF or ZC of a new enemy miniature lacking LoF or ZC when the Order was declared, that enemy model receives an ARO immediately and can react to the Order being undertaken.

It is not possible to react to an ARO. ARO are only executed by the Reactive player.

An ARO is always simultaneous to the Order it reacts to. A Face to Face Roll is required every time the actions of two figures affect each other (For example, one Shoots and the other tries to Dodge, or one tries Hacking and the other answers by Shooting). If the execution of a Skill does not require a roll (For instance, the Alert Skill), a Face to Face Roll will not be necessary. If a reacting model uses an ARO but is not itself the target of an action, a Normal Roll is made (For example, two models gain ARO as they have LoF to a figure using an Order. The acting figure shoots at one of the two – that model must make a Face to Face Roll if he returns fire, while the second model fires on the acting figure with a Normal Roll).

ARO are carried out simultaneously. Therefore, if a Camouflage Marker spends one Order to Move, an enemy may use an ARO to react and try to Discover it but even if successful, other models with ARO cannot shoot it as a reaction to the same Order.

There is no limit in the number of miniatures that can react to a figure spending an Order, as long as they are eligible to gain an ARO.

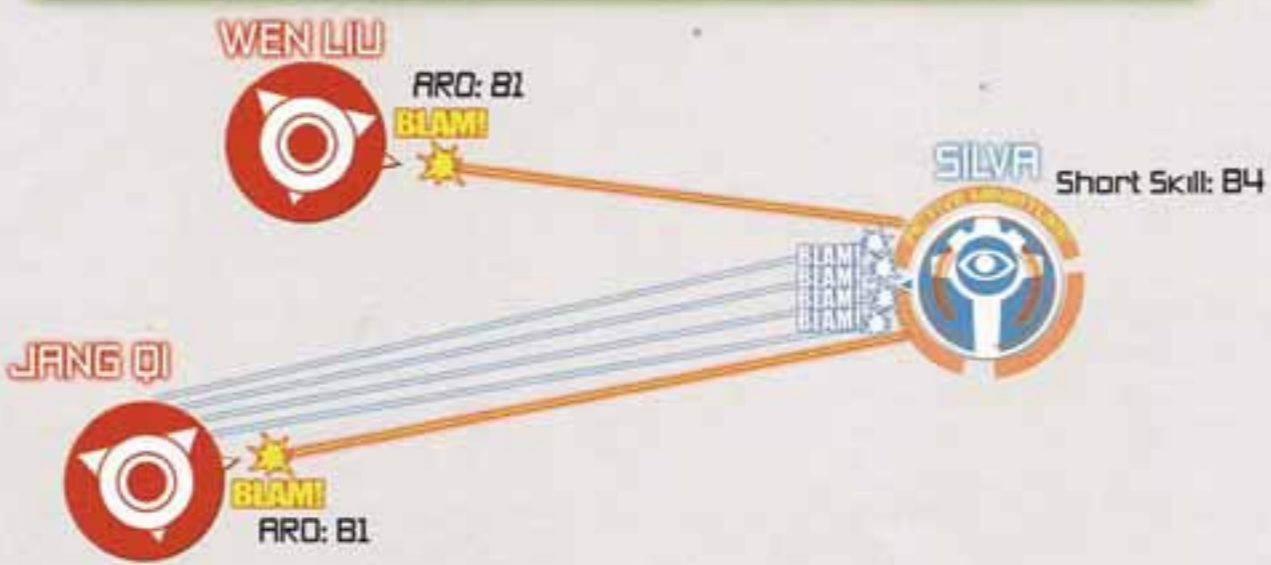
Only figures can be reacted to. Missiles and grenades are not considered figures, so they cannot be reacted to (Except Hacking missiles). Instead, the figure firing his Missile Launcher or the Grenade Launcher must be reacted to, providing he is in LoF.

Any Movement carried out in ARO is considered as a Dodge (See Dodging below) and will require a Normal or Face to Face Roll of PH against the corresponding Attribute.

>> 010



Rules



Graphic 7: Face to Face Roll, Two against one, One of the Rolls is not a Face to Face one.

Not all skills can be used in ARO. The previous table indicates which ones can be used in ARO and which cannot.

ARO in CC: When two figures are in base to base contact, they are considered to be engaged in CC. In that case, the only two possible skills that can be used in ARO are CC and Dodge.

ARO against Camouflage Markers: The only possible ARO against a Camouflage Marker or TO CAMO is Discover or Change Facing. However, it is not compulsory that the ARO be announced immediately after the adversary declares the camouflaged figure's first Short Skill. It is possible to wait until the Marker declares its second Short Skill, and if it reveals its presence, then an ARO may be generated to react accordingly. This rule does not cancel the advantages of Combat Camouflage.

ORDER SPENDING AND ARO PROCEDURES

1. Choose the miniature on which an Order will be spent.
2. Declare the Order, announcing the first of the two Short Skills it will undertake or the single Long Skill.
3. Miniatures with Line of Fire (LoF) or that have the acting miniature in their Zone of Control (ZC) declare their ARO, specifying which Skill they will use.
4. The player spending Orders declares the second Short Skill used by the figure (if one is being used).
5. If new figures without ARO obtain a LoF to the acting miniature as a result of the second Short Skill, they can declare an ARO.
6. Rolls are made and their effects applied.

Example: Zhanshi Wen Liu uses an Order and declares he will use a Short Movement Skill to move up to his first MOV value in inches. When his move takes him into the LoF of Fusilier Angus, the latter decides to use his ARO to shoot at him. Wen Liu now declares his second Skill, which must be a Movement or Short Skill. Wen Liu decides to Shoot, forcing a Face to Face BS (Shooting) roll between Wen Liu and Angus. In the resulting fight, Angus beats Wen Liu, who receives a Wound. Wen Liu's figure is Unconscious, lying prone on the game table with a Wound Marker at the end of the Movement he declared at the beginning, no matter in where along the movement he was actually shot. (See Graphic 8).

For example: Fusilier Silva uses an Order, declaring only her first Skill: Movement. When she enters the LoF of Zhanshis Wen Liu and Jang Qi, they declare their ARO to shoot at her. Silva uses her second Skill to return fire at both of them. Silva divides the B (3) of her Combi Rifle between the Zhanshis, two shots for Wen Liu and one for Jang Qi. Two Face to Face rolls take place, one between Silva and Wen Liu and one between Silva and Jang Qi. In the Face to Face Roll against Wen Liu, Silva fails her first shot but succeeds in the second, so Wen Liu must make an ARM roll. Silva loses the roll against Jang Qi, so she must also make an ARM Roll. Both Silva and Wen Liu fail their rolls, falling to the ground Unconscious with a Wound Marker. (See Graphic 9).

LIEUTENANT SPECIAL ORDER

The Lieutenant possesses an extra Order, which can only be spent on him. This order is not part of the Orders Reserve, it is an additional order for the Lieutenant alone.

The Lieutenant can spend the Special Order on himself and it works the same as any other Order in the game.

The Lieutenant can otherwise spend the Special Order to automatically resist any Guts Roll, for himself or others. When a figure in the Lieutenant's army is obliged to make a Guts Roll, the Lieutenant can sacrifice his Special Order to make it an automatic success. He can use this ability on any miniatures in his group or on any other figure of his army.

NOTE: Only those troops that include the Lieutenant option in their table of Support Weapons choices and those personalities who have the Lieutenant option available can be enrolled as a Lieutenant. Some personalities supply extra Support Points if enrolled as Lieutenant (Listed as +1, +2 before the SWC). There can only be one Lieutenant in an army.



Deployment and Initiative

DEPLOYMENT

Before starting the game, players must roll a d20 and add the WIP of their Lieutenant to the result. The player who achieves the highest score chooses which side of the battlefield he will deploy his troops to and then chooses which player deploys first.

Each player can place a single figure in reserve while deploying. This miniature is placed after his opponent's initial deployment (if placing first) or after the opponent has placed their reserve miniature (if placing second).

There are certain skills or equipment that allows miniatures to avoid being placed during the deployment phase [Camouflage and Hiding (CH), Airborne Deployment (AD), etc.]

Officers and non-commissioned officers are essential to the chain of command. Accordingly, the Lieutenant must be deployed on the game table, even if he possesses Camouflage and Hiding (CH) or Airborne Deployment (AD), or the army will be in "Loss of Lieutenant" status, as described in the "Morale and Leadership" section. If he possesses CH: Camouflage or CH: TO Camouflage, he can start in the game with a Camouflage or TO Marker, but will be always deployed on the battlefield.

Example: Player A has 12 Panoceanian figures and his Lieutenant Angus has WIP 12. Player B has 7 Yu Jing miniatures and his Lieutenant Wen Liu has WIP 12. They roll their dice and Player A gets a 7 (7+WIP 12=19); Player B rolls 18 (18 +WIP 12=30). Player B is the



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Graphic 8: Order declaration and ARO

winner, so he chooses the right side of the table (It has better cover), and prompts Player A to place his figures on the table first (Player B could have chosen to put his figures first).

Player A places 10 miniatures on the left side of the table, takes note of the position of his Croc Man (Who would be the 11th but he has the Special Skill CH: TO Camouflage), and puts a figure aside to deploy later. Player B places 4 of his figures in the terrain, keeping aside one for reserve placement and two that have the Special Skill Airborne Deployment (AD). Player A places his reserve figure, and Player B then places his reserve miniature (But keeps the Airborne Deployment troops aside for placement during the battle). They are now ready to start!

INITIATIVE

After all miniatures are deployed, an Initiative Roll is made by each player: d20 plus their Lieutenant's WIP. The player who obtains the highest score wins the roll and decides, according to his best interest, who is the first active player.

This playing order will be kept for the entire battle.

Combat

BALLISTIC SKILLS (BS)

Ballistic Skills, the exchange of ranged fire, is the nucleus of modern combat. It is the ultimate expression for the soldier: he pulls the trigger and lets his weapon spit death to remove the enemy from the battlefield and reach victory. Only the lucky and the brave survive when bullets hiss by in the midst of battle.

In order to Shoot, it is necessary to possess a BS Attribute, a weapon that allows ranged firing, and LoF to a target.

SUMMARY OF BALLISTIC SKILLS

1. Choose a target.
2. Determine if there is LOF
3. Spend an Order or an ARO to Shoot.
4. To hit, roll 1d20 for every Burst (B) shot by the figure. The miniature's BS value modified by Distance and Cover will determine the result required on the d20 to hit. If a Face to Face Roll is needed because of an enemy is reacting to the shooter with an ARO, the winner of the contest succeeds in his action.
5. For every hit received, the target must make an ARM roll in order to avoid the Wound. The roll value required to avoid a wound depends on the Damage of the weapon, the ARM of the victim and any Cover modifiers. A Guts Roll must be made if necessary.
6. Wound Markers are placed on the miniature or the miniature is recorded as a casualty if he does not have access to a Doctor, Paramedic, AutoMedikit, or Regeneration.

When a player declares that a miniature is going to shoot at an enemy, he must make a d20 roll to check if he has succeeded. In such a case, three possible situations can arise:

1. *The targeted figure has no LoF with the shooter and does not therefore receive an ARO to react. A Normal Roll is required from the shooter, Modified by Distance, Cover and any Modifiers required by the Skills or equipment of the target.*
2. *A targeted enemy miniature has LoF to the shooter and uses his ARO to Shoot, Dodge, Hack, or use a Sepsitor attack against the activated figure. A Face to Face Roll is made, applying Modifiers for Distance, Cover and the Skills and equipment of both players.*



Active FILE
Graphic 9: Order declaration and ARD.
Several enemies react



Active FILE
Graphic 10: Ballistic Skills

3. A targeted enemy miniature has LoF to the shooter but uses his ARO to perform any action that does not directly affect the shooter. The shooter must make a Normal Roll as in situation 1, above.

When shooting, the player can always choose the moment during the execution of his order in which to attack. The most usual choice is a point in which the situation is the most advantageous: a clear LoF, less cover for targets or optimum weapon distance. This is also applies when using an ARO to shoot.

Each miniature can shoot as many times as indicated by Burst (B) value of his weapon. B varies between 1, for a Grenade Launcher or Missile Launcher, to 5, for the Hyper-rapid Magnetic Cannon. A player can distribute the shots in a Burst between one or more enemy figures, provided that they are within LoF and within range of the weapon. The whole Burst is considered to be fired from the same point on the table – separate shots may not be fired from different points.

When using an ARO to shoot, the Burst value always equals 1 (Except for Suppression Fire or with the Total Reaction Special Skill).

To clarify, a figure shooting using an Order can fire from 1 to (B) shots, while any miniature using an ARO can only make one shot, or use a single other Skill (Hacking, Dodging, CC, etc.).

If a target reacts directly to being fired upon, the figure using the ARO will have to roll less than or equal to his Modified corresponding Attribute (BS, PH, WIP) but roll above all the successful BS rolls of his adversary.

The figure using the Order to shoot will hit with all the shots in his Burst that roll less than his modified BS but are higher than his opponent's result in the Face to Face Roll.

For instance: Wen Liu uses an Order to shoot with his Heavy Machine Gun at two Fusiliers in LoF who are 6 inches away (Distance Modifier: 0). Target one, Angus, uses his ARO to Dodge, while target two, Estévez, uses his ARO to Shoot. Wen Liu specifies that he will divide his weapon's B value of 4 equally, shooting twice against each enemy. Face to Face Rolls are required, as both targets are using ARO to react directly to being shot. Wen Liu rolls a 7 and a 15 against Estévez, and with a Modified BS of 11, scores one success. Estévez must obtain a 15 or less (BS 12+ Short Distance for Combi Rifle +3), and rolls a 13, also a success. Both succeeded, but it is Estévez who hits Wen Liu as 13 is higher than 7. In the other Face to Face roll, Angus gets a 4 for his PH roll (PH=10), a success, Wen Liu rolls a 9 and a 5, passing his BS target of 11 with both shots. As both rolls are higher than Angus' score, he receives 2 hits. Now Angus and Wen Liu must make their respective ARM rolls (See Graphic 10).

It is not possible to choose as targets miniatures positioned within or behind an obstacle that impairs vision (Smoke grenades, walls made of soft materials or Zones of bushy thick forests). A miniature must also be within weapon range to be able to shoot.

It is not possible to shoot if the target is not in sight, unless the weapon allows a Speculative Shot.

It is not possible to use the BS Attribute to shoot if in base to base contact with an enemy: in that situation, Close Combat rules are used instead.

A **Critical BS roll** scores an automatic success, causing the target 1 direct Wound with no ARM Roll possible to prevent the damage.

Cover is scenery that allows figures to receive Modifiers against Shooting attacks by partially covering them from their attackers. In order to receive cover Modifiers, a figure must be in base contact with the scenery. A figure is in cover if it is partially visible (With a part of the body of approximately the same size as a head showing) but scenery obscures the rest of it. If a figure is not even partially visible to a shooter, there is no LoF and the target is in Total Cover.



AKNovy Zhargónnyue (Жаровня), Light FT. Ariadna

There are two types of cover:

1. **Partial Cover:** Partial cover is made of dense material that prevents complete vision of the target. It causes a -3 Modifier to the BS of the shooter and a +3 Modifier to the ARM of the target.

2. **Total Cover:** Any figure completely out of LoF behind cover of this type cannot be chosen as a target except for grenades in Speculative Shot or by Guided Special Ammunition.

Weapons with Armour Piercing Special Ammunition (AP) affect only the ARM Attribute of a target, but they do not affect the protection afforded by cover.

A miniature in Prone position who is in a higher position than the figure shooting at it is considered to be in Partial Cover (-3 Mod to BS and +3 Mod to ARM). To shoot at a prone figure, a miniature must be able to see its base.

Bunkers, embrasures and armoured personnel carriers are considered to block LoF to troops inside them, even though they may have an unobstructed view out. A -6 Mod is applied to all attempts to shoot at them. If these figures are also close to a wall, they have an additional -3 to BS to be shot at and a +3 to ARM rolls.

Cover is essential in Infinity, so it is suggested that the battlefield be filled with as many scenery elements as possible (Purchased, homemade, or even improvised) to allow troops to have places to find cover and support their advance. Elevated positions also have great strategic impact on the game. (See Graphic 11)

Area of Effect Template Weapons: A weapon that uses a Template affects an area, not just its targeted miniature. Any miniature whose base is totally or partially under the Template will be affected by the weapon. The targeted miniature does not need to be at the centre of the template: it is enough for the figure to be placed somewhere inside the area of effect. Elements of terrain limit the effect of the templates in the same way they limit LoF. If no LoF exists (Such as a wall blocking the template), then the target cannot be hit. If the target is partly obscured, it gets the partial cover bonus if its base is in contact with cover. (See Graphic 12)

Area of effect templates are the Circular Template, the Large Teardrop Template and the Small Teardrop Template.

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Rules

The height of the templates is equal to their radius or half their width (Except in the case of Smoke Grenades, that have no height limit). To ascertain the Template's area of effect in 3d, perform a cut equivalent to the radius in one of them and insert another template in the cut, in such a way that they form a cross.

If a Critical is rolled when shooting a Template weapon, the target figure (And only that figure) will receive a Wound automatically and may not make an ARM roll. If there are other figures affected by the template, they are able to make ARM Rolls as usual.

A figure with the Special Skill CH: Camouflage, or CH: TO Camouflage that is affected by a Template whose target was another figure, must make the relevant ARM roll and is automatically revealed, no matter if he succeeds or not. If the affected miniature was deployed using Hidden Deployment, he must also be revealed.

Direct Template Weapons (Flamethrower, Chain Rifles, Nanopulsers, etc.) do not require a BS roll to hit: the Template is situated at the centre of the base of the miniature that shoots and all the figures under it must make ARM rolls. (See Graphic 13).

If figures affected by a template intend to use the Dodge skill to avoid damage, a PH roll with a -6 Modifier must be made.

If the figures intend to Shoot instead of Dodging, the Direct Template weapon will cause Damage in the usual way and the figures shooting make Normal Rolls in order to hit the Template weapon firer, and then must make an ARM roll.

If two figures with Direct Template weapons confront each other, both will suffer the Damage caused by the weapon and make subsequent ARM rolls.

Direct Template Weapons are the only ones that allow use of the Intuitive Shot Skill.

Figures with 2 Direct Template Weapons (Two Chain Rifles, for instance), can shoot them successively, one after the other. This is same as if the Chain Rifle had a Burst (B) of 2, allowing the Template to be positioned twice per Shooting Order, aiming at different targets if desired. If both hit the same target, and he decides to Dodge, the figure must make a PH with a -6 Modifier, avoiding the Damage of both Templates if successful.

Attack with Thrown Weapons. Thrown Weapons, such as grenades, use the Attribute PH instead of BS, but in all other ways function like use of Ballistic Skills.

Parabolic Fire. It is possible to launch grenades in a parabolic trajectory (Tracing an arc) over an obstacle. The trajectory of parabolic fire creates two "shadow" zones: one where the firer is not able to shoot and another that cannot be chosen as a target zone. The length of these shadow zones is half the height of the obstacle. To be able to use a Parabolic Fire, the centre of the base of the shooter and the centre of the Circular Template of impact must be situated outside the shadow zones. (See Graphic 14).

If the shot is not successful and the Grenade falls in a shadow zone due to Dispersion, it must be placed with the centre of the Circular Template on the nearest edge of the shadow zone. Shadow zones can therefore be affected by the Area of Effect Template of the Grenade.

Speculative Shot. A Speculative Shot is when a figure or area out of LoF (When shooting over a wall or through a window), is targeted with some form of Parabolic Fire weapon (i.e. a grenade). These weapons may be aimed at a zone or area, but a target figure must always be nominated: so a grenade cannot be thrown through a window into a room without nominating a figure inside the room as the target.



Graphic 11: Covers

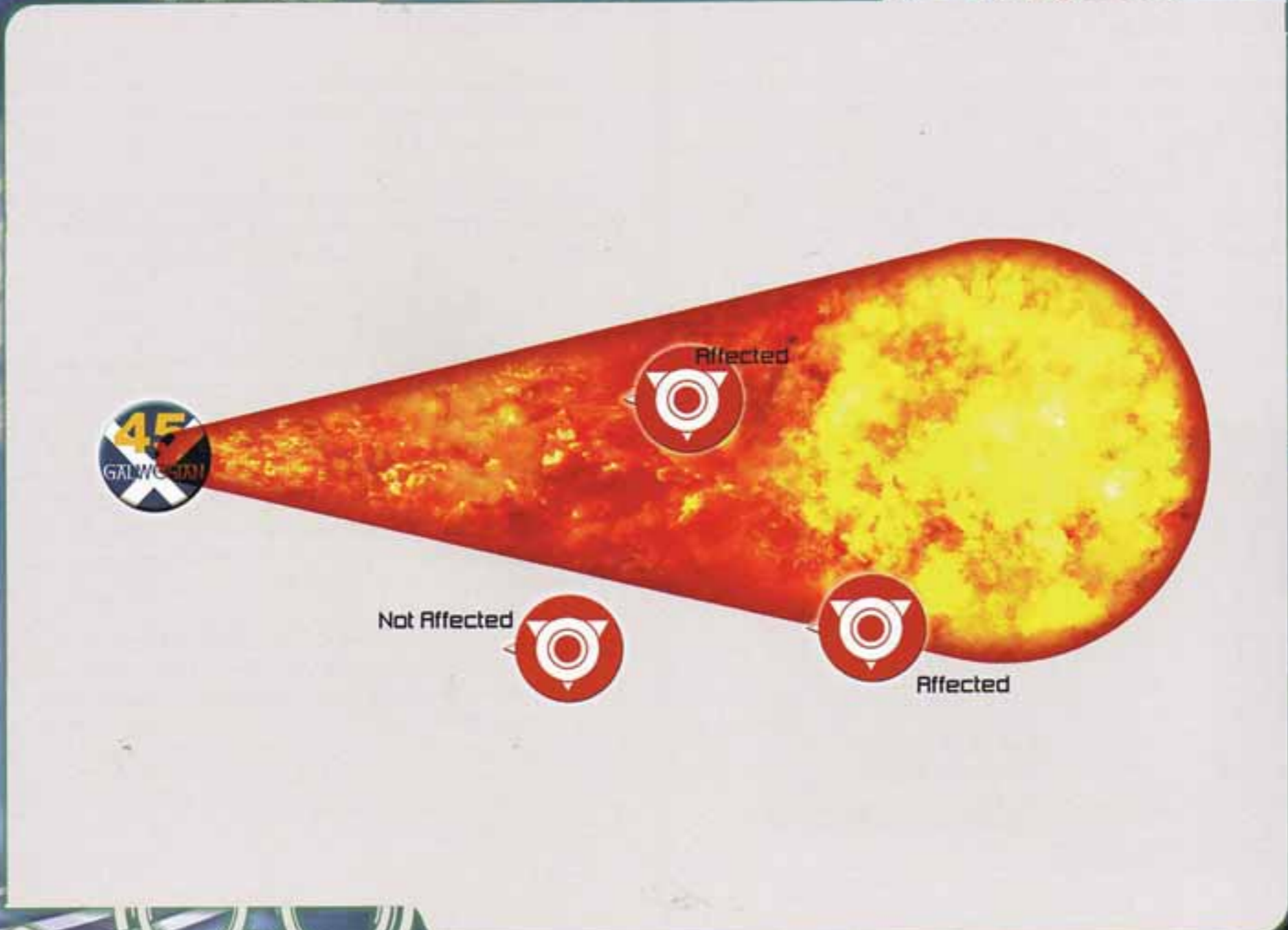


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Graphic 12: Area of Effect



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Graphic 13: Direct Template



Rules

Figures with Camouflage or TO Camouflage cannot be chosen as targets. A nearby zone also may not be targeted in order to cover them with a Template, as it is assumed that if they have not been discovered there is no reason to shoot there. Figures not Camouflaged or TO Camouflaged can be targeted with Speculative Shot, as their position is known thanks to Satellites or other Search and Location systems.

Speculative Shot allows a weapon to be shot, or a grenade thrown, towards a point in the field rather than an actual figure, providing that when placing the centre of the Template on the point of impact, this affects the miniature nominated when firing (And that miniature cannot be Camouflaged or TO Camouflaged).

When using Speculative Shot, an entire Order is spent and a Modifier of -6 is applied to the BS or PH roll required.

If using grenades, a grenade launcher, or any other Parabolic Fire weapon, firing at targets behind the smoke of a grenade or in a Zero or Low Visibility Zone is always considered to be a Speculative Shot.

Dispersion. If a BS or PH roll is failed when using a Grenade Launcher (Light or Heavy) or hand Grenades, the trajectory of the projectile suffers from Dispersion, diverting to explode at another point on the battlefield. In order to discover where the grenade explodes, place the Circular Template at the original targeted point, with the number 1 facing in the same direction as the firer's LoF. The projectile deviates a number of inches equal to the Failure Category in a direction indicated by the second digit of the d20 roll applied to the numbers around the edge of the Template.

The **Failure Category (FC)** is obtained by subtracting the target number required from the result of the die roll.

For example: Angus carries out a Speculative Shot with his Grenade Launcher. To hit his target, he must roll a 6 or less (BS 12-MOD Speculative 6). He rolls a 15, so his FC is 9 (15-6). Placing the Template over his original target point, it Disperses 9 inches in the direction marked "5".

A dispersing projectile may not travel further than its Maximum Distance characteristic indicated in Table of Weapons under any circumstance.

Shooting figures engaged in Close Combat. If figures in Close Combat are shot at, a -6 Mod (Plus corresponding Distance, Cover, or Camouflage Modifiers) is applied to the shot for each friendly figure engaged in the Close Combat. If the roll is failed and the Failure Category (FC) is the equal to or less than the Modifier from friendly troops (-6, -12, etc. depending on the number of friendly soldiers engaged in combat), then the shot hits a friendly miniature, who must make an ARM Roll. If there are several friendly figures engaged in CC, randomly decide which one will be hit.



For example: Fusilier Angus sees how a comrade, Fusilier Silva, is being attacked in CC by Zhanshi Wen Liu. Angus, a real gentleman, decides to help, but being at a short distance from them, declares a shot using his BS as his ARO. In order to hit Wen Liu he must roll 9 or less on 1d20 [12 (BS) +3 (Distance MOD)-6(Friendly model in CC MOD) =9]. Angus rolls the die, obtaining a 12! He has failed the roll, and as his FC is equal to or less than the MOD applied for having a comrade engaged in CC (Roll of 12 - Target of 9 = FC 3), his bullet passes over Wen Liu's shoulder to hit Silva! Now Silva must make an ARM Roll, and if she succeeds she will have a word or two with her comrade Angus...

Template weapons that touch a figure in Close Combat will always affect all figures involved in that combat.

Suppression Fire (SF). This is a Long Skill that requires an entire Order to be spent to allow a figure to engage in Suppression Fire. A Suppression Fire Marker (SUP FIRE) is placed on the table: the centre of the marker must be in a straight line with the LoF of the firer, with no obstacles in between, and no further than the LONG range of the wielded weapon. Suppression Fire creates a corridor of fire as wide as the Marker, drawn in a straight line from the base of the attacker to the extent of the weapon's extreme range, unless blocked by terrain.

Any miniature (Friend or foe) which is activated by an Order or ARO inside the SF area or moves into or remains within the SF area via Normal Movement, a Coordinated Order or Cautious Movement, may receive fire from the Suppressing miniature. The figure using SF must fire as many shots as the BS of his weapon against each figure in the Suppression Fire area, whether it is his own turn or he is reacting with an ARO during the enemy turn.

An example of Suppression Fire use is placing it in a narrow zone or funnel on the battlefield: in that way, enemies pressed to move through it will have to choose another route or risk receiving a rain of bullets.

If a Suppression Fire area is placed over a figure, he may be shot at as many times as allowed by the Weapon's B value. Note that Suppression Fire cannot be undertaken with an ARO.

The Suppression Fire area is maintained until the beginning of the next active turn of the player who declared it. In order to maintain Suppression Fire beyond this point, 1 Order must be spent at the beginning of each active turn.

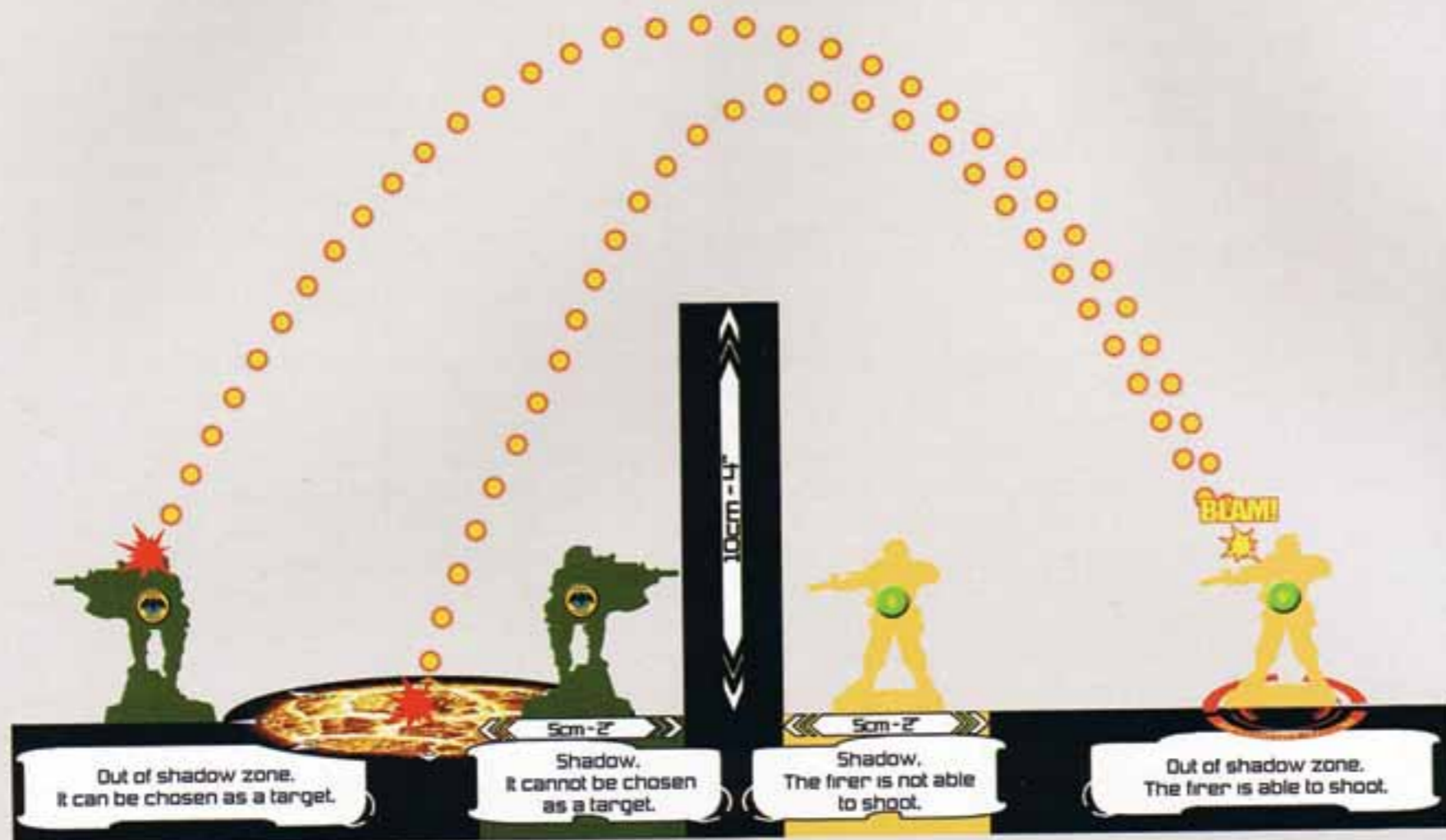
A miniature with Suppression Fire will automatically have it cancelled if he tries to use any other Skill but Suppression Fire. This rule applies for active and reactive turns.

Suppression Fire may be used against Zones of Zero Visibility (Smoke grenades, thick jungle, etc.). SF allows firing at figures placed inside or behind these zones, but with a BS Mod of -6.

CLOSE COMBAT (CC)

Close quarters combat, whether the urban struggle for the possession of a building or craft to craft boarding actions in the void of space, takes place in a limited environment where adversaries are always nearby and there is no space to use a long ranged firearm with any effectiveness. In such situations troopers resort to CC Weapons, short firearms (Pistols) and sharp instruments (Knives, machetes, sabres, swords, claws, etc.). Close Combat is gory, grimy, deceitful, and fatal. In CC a soldier may cut an enemy's throat and taste his blood, or end up disembowelled at his foe's hands.

For miniatures to engage in Close Combat, it is necessary that their bases be in contact. Any figures in base to base contact are always considered to be in Close Combat, and they will automatically change to CC Weapons (Pistols, knives, swords, or natural weapons) without using any Skill to do so. T.A.Gs do not need CC weapons since their fists cause Damage equal to PH-2 naturally! When declaring a CC attack with figure against an enemy, a dice roll is required to discover whether the attack is successful.



Graphic 14: Parabolic Fire

When the miniatures to fight are in base contact, then a Face to Face Roll is required. The results can be:

1. Both fail, so neither achieves a hit on their target.
2. One fails and the other succeeds. The figure that fails receives damage, and must make an ARM Roll.
3. Both figures succeed. The miniature obtaining the highest score is the winner of the Face to Face Roll and hits his enemy. The figure that obtains the lowest number must make an ARM Roll with a +3 MOD to ARM (Defence Bonus) to reflect evasive manoeuvring. If there is a draw, the figure with the highest (Modified) Attribute will succeed. If there is another draw and the active player wishes to continue the fight, a new Order must be spent and another Face to Face Roll is required.
4. Both succeed and one gets a Critical. The latter wins the Face to Face Roll, even if his enemy rolled a higher number, and he causes a direct Wound, with no ARM roll allowed.
5. Both succeed with Critical rolls. The highest dice roll wins the Face to Face Roll and causes a direct Wound, with no ARM Roll allowed. If there is a draw, the higher Attribute (Modified) will be the winner. If there is yet another draw, both are mutually cancelled, the active player must spend an Order and engage in another Face to Face roll to continue the combat.

Each Active Player must spend at least one Order from his army's Orders Reserve each turn for each figure in CC to keep them fighting, otherwise they must use an Order to escape Close Combat.

CLOSE COMBAT SUMMARY

- | |
|--|
| 1- Choose a target |
| 2- Get close for the Close Combat. All necessary Orders must be spent to be able to move until the figure's bases are in contact. |
| 3- Engage in CC. CC is initiated either by using a CC Skill in conjunction with a Short Movement Skill to get close, or by spending another Order to initiate the CC Skill alone, or by using an ARO to activate the CC Skill. |
| 4- Perform a Face to Face Roll of CC figures' Attributes. |
| 5- Make as many ARM Rolls as necessary. |
| 6- Place Wound Markers or remove the figure from the table if it has no access to a Doctor, Paramedic, AutoMedikit or Regeneration. |

Charge.

This term defines a Movement that finishes with two figures in base contact. It does not provide any kind of additional advantage, but it is the kind of Movement typical of CC specialist units such as Warbands. It consists of moving towards the enemy until the bases of figures are in contact, with CC initiated by using a Short Movement Skill to reach the foe and then using the CC Skill or by spending another Order to use the CC Skill, or by using the CC Skill with an ARO.

The figure targeted in the charge can choose between one of three options:

1. *Shoot.* In this case, both figures make a Face to Face roll, using the CC Attribute for the charger and BS for the defender. If the defender wins the roll, the charger must make an ARM Roll. If he succeeds, he will not need to make a Guts Roll, given that the miniatures are in base contact and they are in CC. If the charger wins the roll the defender misses his shot, no matter how high his roll, and must make an ARM Roll.

2. *Countercharge.* The defender decides to take the charge of his enemy, provoking a normal CC Combat situation.

3. *Flee.* The defender decides to dodge his enemy's charge. In this case the Face to Face Roll is made by the dodger with his PH Attribute while the charger uses his CC Attribute. If the dodger succeeds, his figure moves half the first value in his MOV Attribute, escaping the attack of his charging opponent completely. Even if the attacker can still move enough inches to be in base to base contact, the miniatures will not be considered to be in CC and will have to be separated a millimetre to indicate this. If the attacker wins the Face to Face Roll, the figures are in CC and his opponent must make an ARM Roll.

Overrun. Overrun is a Long Skill that consists of performing a Charge with a T.A.G, or a Light or Heavy Vehicle. The CC Attack is substituted by the MOV Skill, Overrunning the target, who must make a PH Roll or take damage. Using this Long Skill, any subsequent MOV that runs over a figure will be considered an Overrun attack. The Damage caused by an Overrun is equal to the PH of the vehicle. The target of the Overrun can choose to Shoot (Face to Face Roll BS against PH), Countercharge (Normal Roll of CC), or Flee (PH Face to Face Roll against PH). If the Overrunning figure wins the roll, the defender takes Overrun damage and must make an ARM roll or take a wound. The attacker continues on to complete his move.

If the defender Shoots and wins the Face to Face Roll, the attacker must make an ARM Roll or take a wound, and passes right by his target without damaging him. He then continues his move in the direction the Overrun was initially declared.

If the target declares a Countercharge, he makes a CC Normal Roll but automatically receives the damage of the Overrun, making an ARM Roll or taking a wound. If the target survives the impact, both figures are engaged in CC, and the attackers' MOV action will be cancelled.

If the defender Flees and wins the Face to Face roll, he takes no damage and moves aside from the Overrunning figure, who continues his move in the direction the Overrun was declared.

Disengaging from Close Combat. If one of the fighters in a Close Combat wishes to disengage from combat, he must make Face to Face Roll, using his PH Attribute instead of CC.

For example: Angus (PH 10) wants to escape from his CC combat with Zhanshi Wen Liu (CC 14). Both make a Face to Face Roll: Angus rolls 7 while Wen Liu rolls 9. Both rolls succeed, but Wen Liu, who has achieved the highest number, hits Angus, who cannot escape.

Close Combat with several enemies. Miniatures can fight several enemies simultaneously in Close Combat, but only when their bases are all in contact. Each extra allied figure fighting in CC adds a +3 Mod to a fighter's CC (Or PH, if trying to Disengage) Attribute and this applies for both Active and Reactive players.

For example: The Hac Tao Wu Shenru is in CC with 3 Fusiliers (Angus, Doucher, and Bipandra). Each of the Fusiliers has a +6 MOD to their CC or PH rolls, as they have the support of 2 friends.

In Close Combat, allied figures have the right to an ARO in CC, but only against the figure that spends the Order, and with a Modifier of +3 for every extra friendly figure that is engaged in CC with them.

Hence, all figures engaged in CC with a right to ARO can make their roll to hit with a MOD of +3 for each friendly figure engaged in combat. A miniature in his active turn must achieve a higher roll than all of his enemies and then will be able to hit one of them: any enemy figure with a superior roll to his will succeed in hitting him instead. Similarly, to get out of Close Combat an active figure will have to overcome all his opponents' CC Rolls with his PH Roll.

In the active turn it is compulsory to spend one Order for each figure engaged in CC, whether to continue combat or to disengage.

For example: The Hac Tao Wu Shenru is surrounded by a group of 3 Fusiliers that have attacked him in CC, because he is not able to use the advantage of CH: TO Camouflage. In his turn, he decides to spend an Order to attack Fusilier Angus in CC. Fusilier Angus and his companions Doucher and Bipandra use their ARO to react, attacking Wu Shenru in CC. Wu Shenru's Face to Face Roll of CC is compared to the Rolls of the Fusiliers, obtaining a 12 (Wu Shenru, CC 16). Each Fusilier gets a +6 bonus for the assistance of his two companions (+3 for each of them) so their CC of 13 becomes CC 19. Angus rolls and obtains 20 (!), so he fails to hit. Doucher and Bipandra roll an 8 and a 10 respectively, succeeding but not overcoming Wu Shenru, who finally hits Angus. Now, poor Fusilier Angus must make his ARM Roll.

Notes about Close Combat: Close Combat always cancels a figure's Movement. If the figure moves only part of his first MOV value to enter base to base contact, then CC is declared and the figure will not be able to move the remaining inches of his MOV.

A figure engaged in CC cannot Shoot in ARO at another figure that is not involved in that CC.

Close Combat is so direct and fast that no Guts Rolls are required. There is simply no time to get scared in Close Combat!

Modifiers due to Optical Disruption Devices (ODD) are not counted in Close Combat, neither are those from the Special Skills Camouflage and Hiding (CH).

After finishing Close Combat the winning figure, which is the one still on his feet, can be placed facing any direction wished by his owner.

Remember when attacking an enemy in Close Combat from behind, the target can turn to face his attacker with an ARO as soon as his Zone of Control is penetrated.



COORDINATED ORDER

Coordinated Orders are organized actions or manoeuvres performed by several figures that will try to minimize any possible reaction of the enemy, benefiting from their numerical advantage and acting at once against the same target. A Coordinated Order requires the spending of 1 Order for each participant miniature. If composed of two Short Skills, the Coordinated Order must be stated fully before the opponent announces his ARO. Coordinated Order cannot be performed in ARO.

Any Skill can be used in a Coordinated Order. All the figures participating in it must perform exactly the same Skills and in the same order so as to reflect coordination in the manoeuvre.

Certain Skills call for a common goal for all characters participating in order to execute a Coordinated Order, hence all the figures sharing the Coordinated Order must execute these Skills against the same objective (For example, Shooting at a certain miniature).

**Coordinated Order:
Skills with a common target**

Attack: Ballistic Skills (BS)/Shoot

Attack: Close Combat (CC)

Attack: Forward Observer

Attack: Instinctive Shot

Attack: Overrun

Attack: Sepsitor

Attack: Speculative Shot

Attack: Suppression Fire

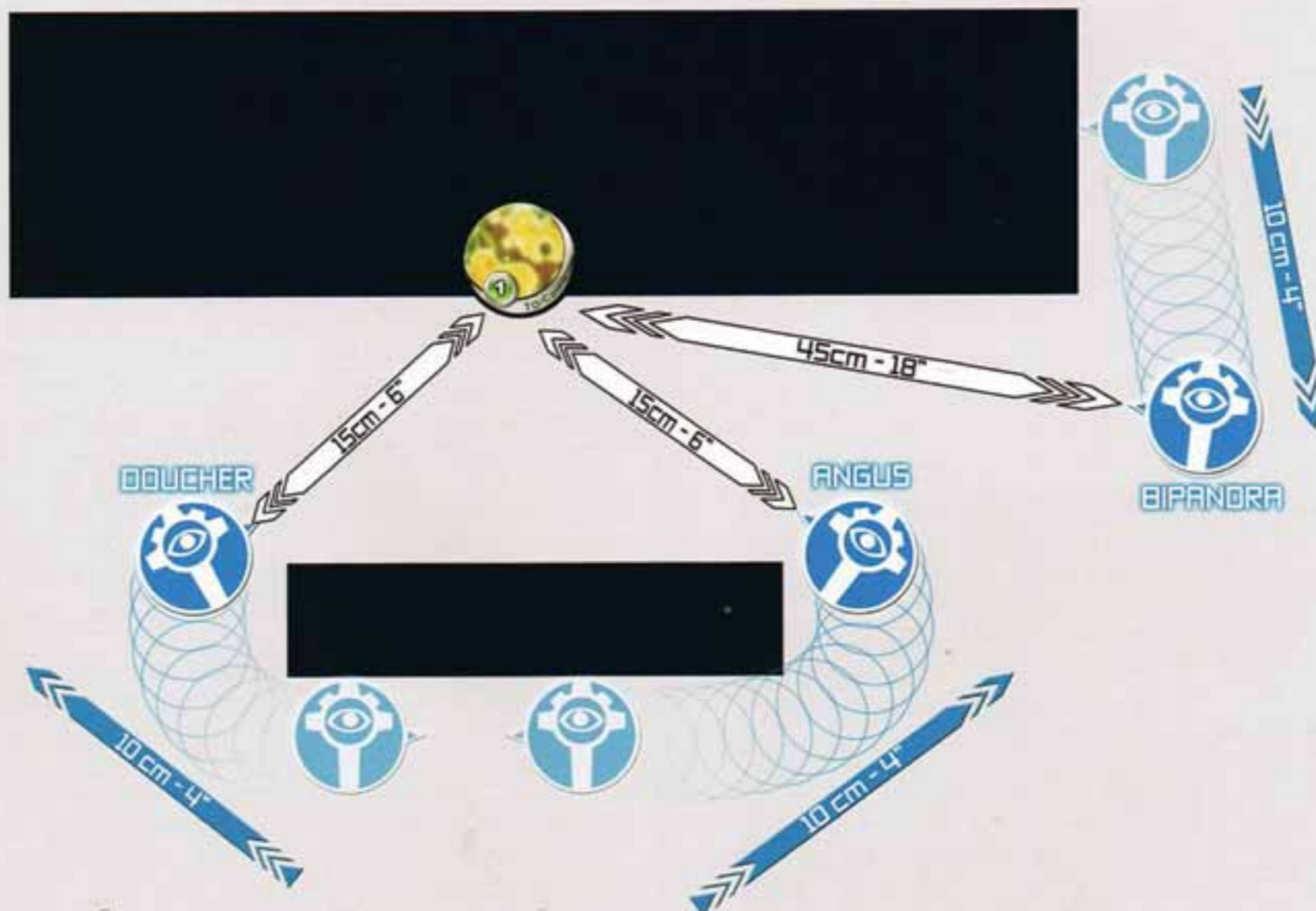
Discover

Doctor

Engineer

Hacker

Use MediKit





The remaining skills, those not listed in the preceding table, do not require a common goal to be executed in a Coordinated manner. For instance, 3 miniatures acting in co-ordination can move in different directions.

In a Coordinated Order to Shoot, the Burst (B) of each miniature participating is halved, always rounding up: the minimum B value being 1.

In a Doctor, Use MediKit, or Engineer Coordinated Order, a successful Roll and a failed one will cancel each other, so the target will not suffer any change at all.

You can use Impetuous Orders to perform Coordinated Orders.

Miniatures performing a Coordinated Order provide **only one ARO** to each enemy miniature that is in LOF.

You can Coordinate a maximum of 4 miniatures. Coordinated Orders must be declared in unison. You can only Coordinate figures possessing the same type of training (Regular/Irregular) and belonging to the same Combat Group. Miniatures participating in a Coordinated Order do not need to be at any given distance from each other.

Example:

Our tireless Fusilier Angus, with sidekicks Doucher and Bipandra, tries to discover a TO Camouflage Marker that has ducked behind a corner. They declare a Coordinated Order of Moving + Discover to discover him. The TO Camouflaged soldier can see three enemies are getting close to him, and is aware of having only one ARO to confront them. He decides not to move or shoot, trusting his skill to remain hidden and not being discovered.

Angus, Doucher, and Bipandra spend 1 Order each and move 4 inches to get closer from their respective positions to the TO Camouflage Marker. Angus and Doucher are 6 inches (MOD by Distance: +3), and Bipandra is 18 inches from the TO (Distance MOD: 0). As the camouflaged figure has decided not to react, each Fusilier must make a Discover Normal Roll (WIP) Modified by the Distance and the TO Camouflage. Angus and Doucher will have to roll a 9 to Discover the TO [WIP: 12 with TO Camouflage MOD (-6) and a Distance MOD (+3)]. Angus rolls a 15 (Failure), and Doucher rolls an 11 (Failure). Bipandra will have to roll a 6 to be successful [WIP: 12, TO Camouflage MOD (-6) and Distance MOD (0)]. He rolls his d20 and obtains a 2! Bipandra discovers the TO, so the figure substitutes the TO Camouflage Marker on the game table. (See Graphic 15).



DAMAGE

Damage

When a figure is hit by a successful enemy BS or CC roll, he must make an ARM Roll. In this roll, the ARM Attribute is a positive number, and indicates the Modifier to be added to the roll. If the result of the Modified Roll (d20+ARM) **exceeds** the Damage value of the weapon, the Armour successfully absorbs the impact and the figure takes no injury.

For example: The Zhanshi Wen Liu shoots at his eternal rival, Fusilier Angus. Wen Liu shoots and hits his target. Angus receives a Combi Rifle shot, Damage 13. His ARM is +1 so he will have to roll 13 or more to save his life (d20+ARM: 1).

Remember that when in combat, a Critical in BS or CC means 1 direct Wound (W), and no ARM Roll is possible.

Damage and BTS. Some weapons use Special Ammunition that ignores ARM and can only be stopped with Biotechnologic Shield (BTS) protection. BTS Rolls are used to resist the Damage caused by these weapons, and function the same as ARM rolls, substituting the ARM value with that of BTS as a positive modifier.

Damage from Falling. If a miniature falls from a scenery element during the game, he must make an ARM Roll against 2.5 points (rounded up) of Damage per inch of distance fallen.

Guts Roll

When a character succeeds in an ARM or BTS Roll, it means that a shot (Or several) has hit his armour but not killed him, provoking an instinctive survival reaction motivated by the fear of being on the brink of death. The miniature will look for protection or cover instinctively, going Prone or performing any other Short Movement Skill (except Alert) towards the nearest cover, moving up to a maximum of half his first MOV value. To avoid this situation, a miniature can make a Guts Roll to keep his position by performing a successful WIP Roll.

- **Guts Roll in Close Combat.** This kind of roll cannot be made in Close Combat.

- **Guts Rolls during Bursts.** When an enemy's weapon is shooting in Bursts, the Guts Roll or the panic Movement is only done once, after all ARM Rolls are made.

Unconsciousness

When a miniature receives a wound after failing an ARM Roll, a Weapon Marker (WOUND) is placed beside him with the proper number. If he has only suffered a single Wound, the Marker will show "1": if he has accumulated more Wounds, the Marker must reflect their number. When a miniature receives as many Wounds as the value of his Wounds Attribute, he falls on the ground Unconscious, but never before the Burst (B) is finished: therefore the number of Wounds can exceed his Wounds Attribute. An unconscious character is indicated on the table with a PRONE Marker or by lying the figure down.

A miniature in this state cannot use any Skill, save the Special Skill Regeneration, or an AutoMediKit. He will also lose his Camouflage Marker, TO, and Optical Disruption Modifiers, but not Cover Modifiers if he is eligible.

During the time the figure remains Unconscious he will not add his Order to the Orders Reserve of his army, and will be considered a casualty in terms of calculating army points.

In CC, if the miniature attacking declares that he is attacking an Unconscious character the latter will die without being able to roll for either CC or ARM: this is known as the *Coupe de Grâce*.

To finish off an Unconscious miniature with BS, he only needs to be shot at with a Normal Roll. If successful, the Unconscious miniature is hit and must make an ARM Roll.



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Death

If a figure in the Unconscious state receives a new Wound, he dies and will be removed from the battlefield. Some Special Ammunition can bring about this state directly.

Figures remain Unconscious until they are healed or killed. If a player does not possess a Doctor or Paramedic, and the Unconscious figure does not possess an AutoMediKit or Regeneration, he passes directly to the Dead state and is removed from the game table.

Structures

Some miniatures and vehicles have a STR (Structure) value instead of Wounds. These function similarly to normal miniatures, having Normal, Unconscious, and Dead states. Each time one of these miniatures receives the equivalent of a Wound they lose a point of STR (Causing no ill effect or Modifier) and a Wound Marker is placed beside them. When the number of Wounds received reaches the STR Attribute of the figure, the vehicle or miniature is immobilized and destroyed (An IMM Marker is placed and crew members, if any, are able to get out).

If the army does not have a figure with the Special Skill Engineer, any miniature or vehicle with a STR value is removed from the table once destroyed and the crew members have left it.

Immobilization. Some weapons and Special Ammunition have an ability to immobilize the target. A figure that has failed his PH Roll is marked as Immobilized with an Immobilized Marker (IMM), and is unable to take any action that implies movement (Move, Dodge, BS, or CC). It can however use Discover, Reset, Sepsitor or Sensor Special Skills. A miniature in this state loses all Modifiers allowed by his Special Skills. Figures in an *Immobilized* state still add their Order to the Orders Reserve of their army.

Scenery Structures. STR values can be to certain elements of scenery in order to represent their destruction, if battle conditions require such a measure. Remember that structures can only be harmed by Explosive Ammunition (EXP).

ELEMENT		STR
Door	1	1
Security Door	3	2
Armoured Door	10	3
Wall	10	3
Reinforced Wall	12	4
Brick Wall / Bulkhead	8	3

MORALE AND LEADERSHIP

At some point in a battle, troops' morale can fail. Losing a leader or large number of companions affects soldiers' decision to continue fighting.

During the game, the morale of the troops can be affected by two critical situations:

1. **Retreat!** When an army loses figures equal to more than 60% of its original points composition, troops will be automatically considered as demoralized and they will withdraw from the battle. They will turn Impetuous automatically, but every move must be made in the direction of their Deployment Zone, aiming to leave the battlefield as soon as possible, unless an Order is spent to regain control of them as described below.

In a Retreat! situation, troops will ignore their officers in such a way that the Lieutenant loses his Special Order.



2. Loss of Lieutenant. When the miniature of the Lieutenant falls Unconscious or Dead, the army is without a leader. If such a case arises, 2 Orders can be spent and another miniature designated as the Lieutenant. The Unconscious Lieutenant may also be healed, but if at the end of the turn there is no active Lieutenant, there will only be 2 Orders available in total for the next turn, which will be consumed in enrolling another Lieutenant. If the Lieutenant is wounded or killed during an enemy turn, then the player starts the following turn with only 2 Orders that must be used to elect a new Lieutenant. The Loss of Lieutenant situation does not affect Impetuous Orders that are carried out normally.

Recovering Leadership

1. In case of losing a Lieutenant, the player can try recovering Leadership. If the player loses his Lieutenant during his turn, he can use 2 Orders to sign up a new Lieutenant, who will not have the use of the Lieutenant's Special Order until the next turn. Any figure in the army can be made into a Lieutenant (except a REM, Antipodes, The Hungries, or any Irregular troop if it is a regular army). If the group or army does not have any figures on the field (Due to TO Camouflage or Airborne Deployment), it must reveal or deploy some in order to enrol a Lieutenant.

2. If an army is in Retreat!, a player may spend an order to control a figure and prevent him moving Impetuously towards the Deployment Zone. Once an Order is spent stopping him, the soldier can then behave normally until the end of the turn. At the beginning of the next turn, he will have to spend another Order to avoid turning Impetuous and withdrawing.

COMBAT EXAMPLE

Fusilier Angus receives an Order: Move towards a corner to look for a target. After spending 1 Short Movement Skill he moves 3 inches (He could move 4 but he prefers not to leave the cover of the corner).

At the corner he can now see Wen Liu, a Zhanshi enemy, and another miniature hidden by a TO Camouflage Marker. Wen Liu uses his Automatic Reaction Order (ARO) to shoot Angus, who just entered his LoF. The miniature represented by the TO Camouflage Marker could also use his ARO, but prefers not to do so as he trusts in the skilfulness of Wen Liu. Angus, who still has 1 Skill left from the Order, decides to shoot at Wen Liu. A BS combat arises in which the roll will be a Face to Face one. (See Graphic 16).

After having declared that they are going to shoot, the distance between them is measured (12 inches) and rolls are made. Angus must roll 15 or less with the 3 shots of his weapon's B (Burst) [12(BS Attribute) +3 (Distance Modifier of a Combi Rifle for 12 inches)] and Wen Liu must roll 11 or less [11(BS Attribute) +3 (Distance Modifier of a Combi Rifle for 12 inches)-3 (Modifier for Cover, since Angus is close to a wall)]. Angus rolls 16, 19, and 7, while Wen Liu rolls 9. Only Wen Liu scores a hit (Since Wen Liu's BS is successful and scores higher than Angus' success of 7). To resist damage, Angus will have to roll 10 or more [+1 (ARM) and +3 as he is behind Cover, against Combi Rifle Damage of 13]. Angus rolls a 17 and avoids the Wound, his bulletproof vest absorbing the impact.

Angus recoils instinctively when he receives the impact, looking for a less dangerous location, moving 2 inches (half his MOV Attribute). If Angus had desired to, he could have tried to remain in his position by passing a Guts Roll, which would have required a successful WIP roll. (See Graphic 17).

This was the last Order of Angus' player, and now it is the Active turn of Wen Liu's player, who spends 1 Order to activate Wu Shenru, a Hac Tao represented by the TO Camouflage marker near Wen Liu. Shenru moves 6 inches (Two Short Movements Skills = MOV: 4 inches + 2 inches) and arrives at a corner, achieving LoF to Angus. Angus will use his Automatic Reaction Order, gained as Shenru just entered his LoF, but as Shenru is a TO Marker, his only possible action is to try to Discover him. In order to do so, Angus measures the distance (2 inches) and must make a WIP roll of 9 or less [12 (WIP Attribute)+3 (Distance MOD)-6 (TO Camouflage Modifier)]. He rolls an 11 and fails, so Shenru remains in the active TO Camouflage state. (See Graphic 18).

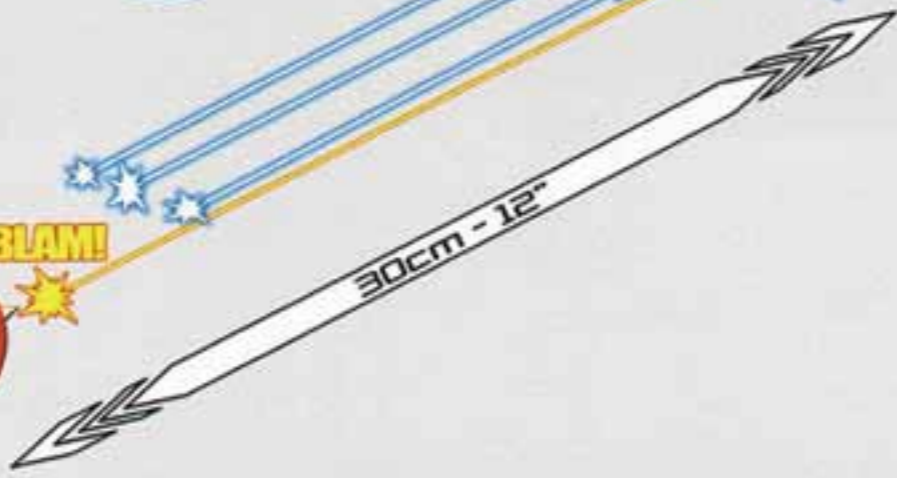
Shenru receives a new Order and uses 1 Short Skill to Shoot. Since he has TO Camouflage, his shots are made before those made by Angus with his ARO. Shenru measures the distance separating them, 2 inches, and calculates that with every shot in the Burst (B3) he must roll 17 or less [14(BS Attribute) +3 (Distance modifier of MULTI Rifle)]. He rolls 18, 20 and 18. Buddha is not on his side it seems! (See Graphic 19). After finishing his shooting, Shenru's miniature must be placed on the table instead of the TO Marker.

Now Angus is entitled to an Automatic Reaction Order. Angus shoots, with only a single shot in his Burst (Automatic Reaction Order) and must roll 9 or less [12 (BS Attribute) +3 (Distance Modifier for Combi Rifle) -6 (TO Camouflage Modifier)]. He rolls 8 (Hit!). Shenru must now make an ARM Roll of 9 or more [13 (the Damage of a Combi Rifle) with +5 (ARM) to the d20 Roll] and rolls a 17, so his armour resists the impact and he suffers no wounds. Shenru wants to keep his position, so he must make a Guts Roll, against his WIP of 14. He gets a 3, enabling him to avoid recoiling and losing his position. (See Graphic 20).

Shenru receives a new Order and chooses to engage in Close Combat. He uses the Order to perform a Movement that ends in contact with the base of Angus's figure and then activates the CC Short Skill. Angus, of course, has a right to an ARO and decides to Shoot (This is a Face to Face roll as Shenru is not in TO Camouflage anymore). Both make a Face to Face Roll. Angus must roll 9 or less, the same number as before. Shenru needs 16 or less [CC Attribute of 16]. D20 results are 8 for Angus and 10 for Shenru, and as it is a Face to Face Roll, Shenru is the winner. Angus must roll and get more than 14 [Target of 14 (Shenru's PH Attribute while using a CC weapon) adding +1 (ARM) to his d20 Roll]. Angus gets 16 with his d20 (He is burning through his luck!) and avoids a Wound. As they are engaged in Close Combat, Angus does not need to make a Guts Roll. (See Graphic 21).

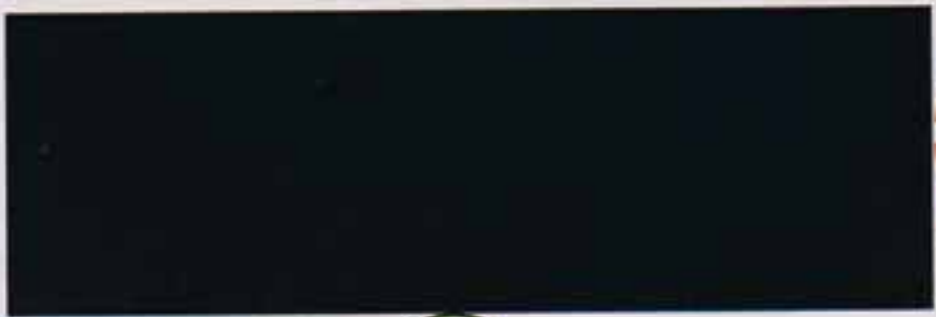
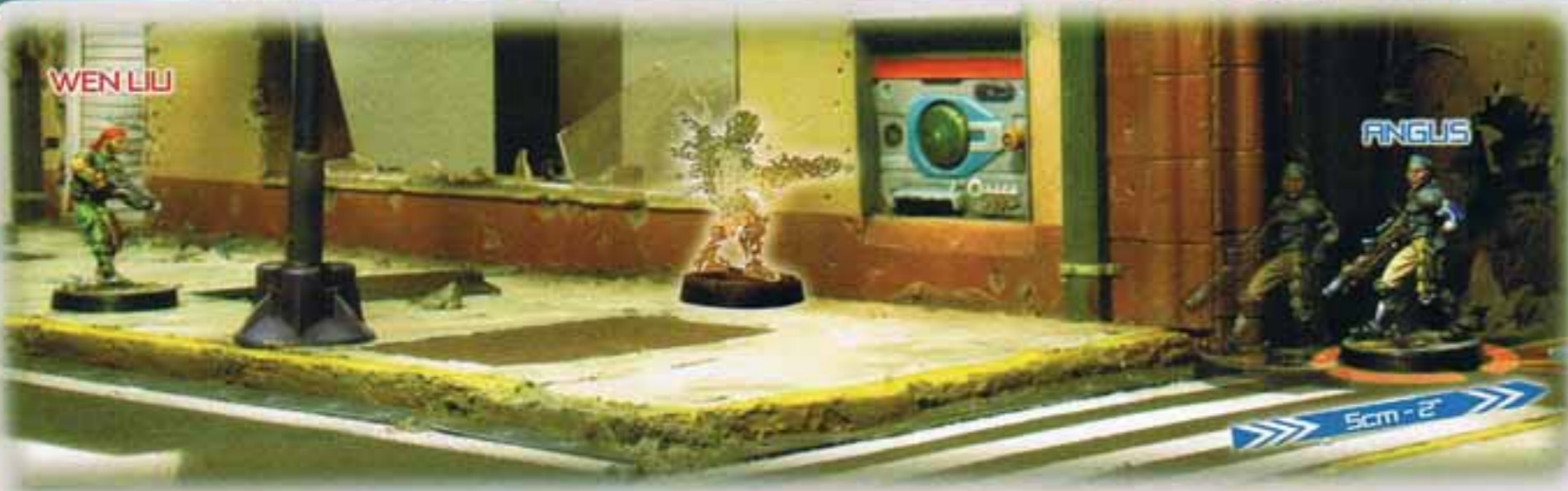


Short Skill: B3



ActiveFILE

Graphic16: Angus shoots and Wen Liu reacts



WEN LIU



ActiveFILE

Graphic 17: Angus recoils, behind cover



ActiveFILE  Graphic 18: Wu Shenru advances camouflaged



ActiveFILE  Graphic 19: Wu Shenru shoots by surprise



WEN LIU



ActiveFILE

Graphic 20: Angus Reacts



WEN LIU



ActiveFILE

Graphic 21: Wu Shenru Charges

Shenru receives a new Order, the last one available: he must finish Angus off or die. He spends the Order to make a CC attack and both make a Face to Face Roll. Now both use their CC values, as combat is joined. Angus must roll 13 or less [13(CC Attribute) with no TO Camouflage Modifier as they are in close combat] and Shenru must roll 16 or less [CC Attribute of 16]. Both roll their d20: Angus gets a 12, and Shenru rolls 14. Shenru will score a hit, but as Angus' roll has also been successful, he will apply a bonus +3 to his ARM roll. He therefore needs to roll over 10 [14 (Damage) adding +1 (ARM) +3 (Defence Bonus)]. His luck has disappeared, as he rolls a 2. Shenru's CC weapon is of the Shock type, and Angus falls Dead on the floor (The special effect of the weapon consists in skipping the Unconscious state to pass directly to Dead), his miniature removed from the table.

ADVANCED COMBAT (HACKING)

In modern combat, computing and electronic systems are as important as bombs and rifles, since they ensure that everything works and moves in the correct direction. Long distance communications are possible thanks to the electronic devices that have taken the place of RF (radio) which is now relegated to emergency situations and mainly used for short distances. Without proper communications, supplies and support would never arrive, artillery would never be able to cover an advance, missiles would not be guided towards their targets and troops would not be aware of battlefield conditions. Without sophisticated communications, soldiers would experience a general situation of confusion similar to battlefields at the beginning of the twentieth century. The only troops that can provoke or avoid this kind of situation are the Tactical Hackers: soldiers equipped and trained to use Hacking Devices. These are specialists in infowar, cyberassault and electronic combat and defence.

Hacking Devices are small quantum computers specially designed for infowar and cybercombat, used to penetrate enemy cybernetic systems as well as protecting against them. Hacking Devices can function in Defensive or Attack Mode. Each mode uses specific skills and hacking programmes to fulfil a determined function in combat:

1. **Attack Mode:** Used to hack T.A.G.s, Remotes (REM), Heavy Infantry (HI), Doors, and Security/Data targets. It is also used to perform cyberattacks against other Hackers.

It has a radius of action of 8 inches although it can be used through a Repeater. It does not require a LoF to the target, which only has to be inside of the 8 inch Zone of Control.

Hacking in Attack mode is a Short Skill that allows the use of hacking equipment to perform some of the following activities:

- **Hacking a T.A.G.** To succeed in hacking a T.A.G, the miniature must make one or several hacking rolls, making a Normal Roll of WIP modified by the target's BTS.

Hacking a T.A.G. is a Short Skill. If the roll is successful, the enemy T.A.G. will remain completely paralysed (see Immobilize), until the next turn. An Immobilized marker (IMM) is placed beside the T.A.G.

If, after having effectively paralysed the T.A.G., the same Hacker spends a new Order and succeeds in another consecutive hacking roll, the T.A.G. will be completely possessed. A Possessed Marker (POS) must be placed beside it. The Hacker is now in full control of the T.A.G, using all its Attributes and weaponry and controlling it with Orders spent from the Orders Reserve of the Hacker's army.



When a Hacker fails a roll, he loses all the accumulated effects so far: the T.A.G will be completely free of his influence and any Markers due to hacking will be removed. The Hacker must declare when he begins whether he wishes to immobilise or possess a T.A.G. Once his decision is declared, he may not perform any extra Hacking attempts on that T.A.G during that turn.

The T.A.G. can get rid of the immobilization or possession when its original player takes his next Active turn. To do so, it must perform a Reset:

- **Reset.** This is a Short Skill. The T.A.G. must make a Normal Roll of its WIP Attribute. If it is not successful, it may try again with consecutive Orders. If it is successful, the POS or IMM marker is removed.

Due to the technological abyss that separates Humanity from the E.I., Combined Army T.A.G.s can be immobilized (IMM) but never possessed (POS) by human Hackers.

- **Hacking Heavy Infantry (HI) or Remotes (REM).** To effectively hack a Heavy Infantry or a Remote, the Hacker must make a Normal WIP Roll modified by the BTS of his target.

Hacking Heavy Infantry or Remotes is a Short Skill. If the roll is effective, the Heavy Infantry or Remote is completely paralysed and an Immobilized (IMM) Marker is placed beside it.

Heavy Infantry or Remotes can be liberated from immobilization when their player has his next Active turn. This requires a Reset:

- **Reset.** This is a Short Skill. The figure must make a Normal Roll of its WIP Attribute. If it is not successful, it may try again with consecutive Orders. If it is successful, the IMM Marker is removed.

• **Anti-Hacker Protocols:** Hackers in Attack Mode can carry out cyberattacks against Hackers situated in their Zone of Control. These cyberattacks cause physical damage to the victim, provoking neural overload and brain haemorrhaging. Activating Anti-Hacker Protocols is dangerous, since the target can block the cyberattack and turn it against his attacker. This is a Short Skill.

ATTENTION: This weapon is forbidden by the Concilium Convention. Its use will be penalized by the international courts. A cyberattack is performed normally by a Face to Face WIP Roll Modified by the BTS of each Hacker. The Hacker who loses the roll automatically enters the Unconscious state. If a target Hacker has already declared his Order and cannot use it to protect himself against the Anti-Hacker Protocols, then the attacker makes Normal Roll modified by the BTS of the target and the victim falls Unconscious if it is successful. If the defender or the attacker achieves a Critical, the adversary and Repeaters used by him are automatically destroyed, passing directly to the Dead state and ignoring the Unconscious state.

In order to apply Anti-Hacker Protocols to an Unconscious Hacker, a figure must be 8 inches or less away and then make a successful WIP Roll. The target has no defence and will immediately die.

2. Defensive Mode: This is used to defend allied miniatures from Hacking Attacks, Guided Missiles and the use of Airborne Deployment: Combat Jump.

A Hacker in Defensive Mode operates, hacks, or defends without distance limit.

Spending 1 Short Skill from an Order, a Hacker can use his hacking equipment to perform some of the following defensive activities:

- **Hacking Airborne Deployment:** Gaining access to the enemy communications net, Hackers can detect and scramble onboard systems of Airborne Deployment craft. The short-circuiting and scrambling of the craft's avionics compels the transported troops to perform an emergency jump. To Hack an Airborne Deployment craft, the Hacker must spend an Order and perform a successful WIP Roll modified by the BTS of his target (Airborne Deployment craft have a standard BTS of -9). It is not necessary to have a LoF, or to be within any distance of the target.

After succeeding in the hacking roll, the enemy's Airborne Deployment craft navigation systems and jump protocols are scrambled. All enemy miniatures with the Special Skill AD: Combat Jump must leave the craft at once, following the subsequent rules for Emergency Jumping:

- Miniatures with AD: Combat Jump will choose, for all of them, a sole landing point in the game table.

- Each figure must make a Normal Modified Roll of PH-9. If they fail the roll, they must apply the Combat Jump dispersion rules.

• **Hacking Defensively.** When a player in the Active turn decides to do some hacking, the defender can (if he has a Hacker in his ranks) perform Defensive Hacking. In order to do this, he must state in the ARO of the targeted miniature an intention to respond with his Hacker. This will substitute the BTS Attribute of the miniature, Airborne Deployment or Missile on his side with a Face to Face Roll of the WIP Attributes of both players' hackers.

1. If the defender prevails, he avoids and cancels the original Hacker's attack.
2. If the attacker wins, he will effectively hack his target.
3. If one of them achieves a Critical result, he succeeds in his objective and will disable (DIS) his enemy's Hacking Device.

It is not necessary for the defending hacker to have a LoF or to be within 8 inches of the target of the hacking attack.

• **Hacking Missiles.** To hack a missile effectively, the miniature must make a hacking roll, a Normal Roll of WIP modified by the target's BTS. **Missiles have a BTS of -3 and only Guided Missile attacks may be hacked.** A defending hacker does not need LoF or to be within 8 inches of the missile: When a guided missile attack is made, any hackers on the defending side gain an ARO that can be used to hack it. If the hacking roll is successful, the enemy's missile is completely deactivated. Hacking missiles is a Short Skill.



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155

Rules



ActiveFILE

Other functions of Hacking Devices:

- **Controlling a Remote.** Hacking Devices allow Remotes to be enrolled in an army. The Hacker will have a line of communication with the Remotes updating performance protocols to prevent enemies decoding their movement, combat or remote activity programs.

- **Hacking Security and Information.** To effectively hack an element of the scenery, for instance a door with an electronic lock or a computer, the miniature must succeed in a hacking roll, a normal WIP Roll modified by the target's BTS. Here are some examples:

Element	BTS
Lock or simple computer equipment	0
Lock or complex computer equipment	-3
Lock or high security computer equipment	-6

Hacking Security and Information is a Short Skill. If the roll is successful, the lock or the computer equipment is hacked; the lock will open and data can be easily extracted from the computer.

In order to do this the target must be inside the Hacker's ZC (8 inches), with no LOF needed.

- **Coordinated Hacking.** Up to four Hackers can Coordinate themselves to attack the same objective. Hackers are always connected to each other, so there is no distance limit to a Coordinated Order. It is compulsory that the nominated target be within the ZC of one of the Hackers, who is the only one at risk from receiving an ARO from the target. This coordinated Order may only generate an ARO from the target and this ARO may only be used against the nominated hacker, if possible. Coordinated Hacking cannot be executed in ARO.

CHARACTERISTICS, SKILLS, WEAPONRY AND EQUIPMENT

CHARACTERISTICS

Characteristics are distinctive features used to define troops, and they are related to the training, combat style, background, or personality of the miniatures. There are seven in total, grouped in three blocks: Back-up, Instruction and Fury.

Back-up: Indicates whether the figure possesses a memory and personality recording and backup system, commonly known as Cube.

- **Cube:** The miniature has a recording Cube, so if he dies and his Cube is recovered, he can be resurrected to accomplish future missions. Some game campaigns can offer this possibility. Cubes are completely Disabled if their bearer fails their BTS Roll against E/M Special Ammunition.

Figures with Cubes are vulnerable to El Sepsitor viral attacks.

- **No Cube:** The miniature does not have a Cube, so he will be immune to Sepsitor attacks. In return, his death will be definitive and he will not be able to be recovered during a campaign.

Instruction: This represents the type of military training that the figure has received.

• **Irregular:** The miniature learned to fight without any discipline and in a disorganized manner: his only concern is himself.

An Irregular miniature does not add his Order to the Orders Reserve of his army, keeping it for himself. However, he can still receive Orders from his army's Orders Reserve.

Irregular figures cannot be enrolled as Lieutenant, unless their entire army group is also Irregular. If an Irregular Lieutenant dies, two of his Irregular troops can spend their Orders to enrol a new Lieutenant.

• **Regular:** The figure has received proper military training and knows how to follow orders, keep discipline under enemy fire, work in a team and Coordinate his actions with those of his companions. His Order is added to the general total of Orders, and can be used on himself or another figure.

Fury: This Characteristic defines the psychology of the figure when in combat, his ability to disdain safety considerations and only focus on destroying the enemy. There are three levels of Fury:

• **Not Impetuous:** The miniature has the cold blood needed to keep cool in combat, and is not easily carried away by an irresponsible appetite for destruction. The miniature provides and uses Orders normally and is not Impetuous.

• **Impetuous:** The impetuous miniature is hungry for combat, the closer and dirtier the better.

Impetuous obliges the miniature, at the beginning of each Active turn and before Orders are spent, to perform a mandatory Impetuous free Order. This Impetuous Order must be used in the following way: with the Impetuous Order the figure must move the whole of his first MOV value as a Short Movement Skill and the other Skill must be a Movement or an Attack (in CC, BS, or throwing a grenade). The figure may attack first and move afterwards or vice versa. The miniature's actions must be directed towards the closest enemy in sight. If there are no enemies in sight, he must always move towards enemy territory, never withdrawing.

This Impetuous Order can be cancelled by spending 1 Order from the Orders Reserve, or the Order belonging to the figure if it is Irregular.

• **Frenzy:** The miniature possesses an almost unmanageable hunger to kill. Once he tastes blood, he will turn into a whirlpool of death.

After having caused a Wound, the miniature automatically becomes Impetuous for the rest of the game, losing the advantages from skills like Camouflage and TO Camouflage. The free Impetuous Order is obtained at the beginning of the next Active turn.



Yungang Tipo 7.6, Sniper Rifle, Yu Jing

COMMON SKILLS

Common Skills are those that any miniature can perform without needing a specific mention in the description of the Troops' Skills.

1. **Alert:** Spending 1 ARO, the miniature can warn his companions that they are going to be attacked from behind, provided he has a LoF to the attacker. All companion figures can be turned to face the enemy, but do not receive an ARO to act against it immediately. They will of course gain ARO against subsequent Orders.

2. **Ballistic Skills Attack:** A Short Skill that allows use of a ballistic skill weapon: the Attribute is modified by Distances and Cover.

3. **Cautious Movement:** T.A.G.s, Remotes, Motorcycles, and vehicles do not have this Skill. This Long Skill allows the miniature to move carefully from one point outside the enemy's LoF to another point also outside the LoF of all his enemies. The figure moves a maximum equivalent to his first value in MOV as long as his start and end points are not in an enemy LoF. He will not generate any ARO if a LoF is crossed in the movement. Cautious Movement cannot be used within the radius of the enemy's Zone of Control. The use of this Long Skill must be declared before performing the manoeuvre.

4. **Change Facing:** This Short Skill allows a miniature to change the direction of his facing without moving. By Spending 1 ARO, a miniature can turn to face any enemy miniature that has entered his Control Zone or otherwise alerted him. If the miniature does not have an ARO, it can Change Facing if it is hit by an enemy attack or if an allied miniature receives a hit inside its Control Zone.

5. **Climbing:** A Short Skill that allows vertical movement, climbing a number of inches equivalent to half the figure's MOV Attribute for each use of the Skill. To be able to Climb, the miniature must make a Normal PH Roll. If a Roll is failed, the miniature falls the distance travelled so far: see the Damage section, Damage from Falling. While climbing, a miniature will not be able to use any other Short Skills. If the Climbing Movement does not finish at the top of a wall, the figure remains hanging from it and is not able to use any other Skill until the climb is completed.

6. **Close Combat Attack:** This Short Skill allows use of Close Combat weapons with the CC Attribute.

7. **Coordinated Order:** By spending 1 Order per miniature, up to four figures can be activated to act at the same time and carry out the same Order.

8. **Discover:** This Short Skill to allows discovery of a miniature in LoF represented by an Impersonation, Camouflage or TO Camouflage Marker. A Normal WIP Roll must be made, applying the relevant Modifier (Camouflage, TO Camouflage, etc.). To be able to Discover a figure, distance Modifiers must be applied as the farther a figure is, the more difficult it is to Discover. Distance Modifiers are applied according to the following table:

Distance	8 inches	32 inches	48 inches	+48 inches
Modifier	+3	0	-3	-6

If the WIP Roll is successful, the Marker must be removed and the figure placed in its position. The miniature will remain visible until it is camouflaged again.

If a miniature fails when trying to Discover a camouflaged figure, he will not be able to try again until the next Turn with an ARO or with an Order in his next Active Turn. It may attempt to Discover other miniatures after a failed attempt.

9. **Dodge:** Dodge is a Short Skill that allows a PH Face to Face Roll to be made against BS, CC, PH or Forward Observer Skills to avoid an enemy attack. A Dodging figure can spend the rest of his Order to carry out or finish his Movement. A figure dodging in ARO can move half of its first MOV value, or make any other Short Movement Skill which does not require a roll, save Discover.

>> 010

157

Rules

A Dodge roll in the Active turn can be used to face all the ARO generated by an Order. In ARO, a Dodge roll will face all the shots of the Burst (B) or all actions done by the miniatures under Coordinated Order (Dodge all blows in Close Combat, dodge different opponents' shots etc.)

T.A.Gs, Remotes and Motorcycles must always apply a -6 MOD in order to Dodge. Vehicles cannot Dodge.

In case of a draw of Attack and Dodge, the winner is the figure that has the Attribute with the highest value.

Exceptions are Face to Face Rolls against Direct Template weapons (Chain Rifle, Flamethrower, and Nanopulser) and others such as the Special Skill Explode. In this case, to be able to Dodge the impact a Roll of PH with a -6 Modifier must be made. The Modifier indicates the higher difficulty in Dodging a shot from an area saturation weapon. If the roll is successful, the miniature dodges the impact even if he is within the area of effect of the Template.

10. Get Up: A Short Skill that allows a miniature's stance to change from Prone to standing, removing the Prone position marker.

11. Intuitive Shot: With Intuitive Shot, a miniature can detect a movement and shoot to cover a wide area where the enemy could be. Intuitive Shot can **only be performed with Direct Template weapons** (Flamethrower, Nanopulser, Chain Rifle...) against a camouflaged figure that has not been discovered previously, a figure inside a smoke screen, or a miniature in a Zero Visibility Zone.

Intuitive Shot is a Long Skill that consumes 1 Order. To be able to make an Intuitive Shot a figure must succeed in a WIP Normal Roll with no Modifiers (MODs from Distance and Skills CH: Camouflage and Hiding are not applied). If the camouflaged figure starts shooting, any shots will be simultaneous. If the camouflaged figure receives a hit, he will have to reveal himself, removing the Camouflage Marker and placing the appropriate figure, even if his ARM Roll is successful.

12. Jump: Jump is a short skill that allows performance of a horizontal MOV to avoid a hole or a vertical jump to clear an obstacle. To be able to jump, the distance (either vertical, horizontal, or diagonal) between the start point and the landing point must be measured and be within half the figure's MOV Attribute. A PH Roll with no Modifiers must be successfully made to complete the jump.

When this Skill is repeated in the same Order, a jump will not cover a longer distance, but two consecutive jumps can be made with two PH Rolls. In order to do this, it is compulsory that between each jump there is a rest point. In the second jump, the figure moves half of his second MOV Attribute.

Any height greater than half the height of the miniature requires a Normal Roll of PH in order to be cleared. If the roll fails, see the section Damage: Damage from Falling.

If when making a jump, MOV does not allow a landing point in which to situate the miniature, it is assumed that he falls vertically to the ground from the final point of his Movement. This height is calculated to estimate the Damage From Falling (See the Damage section).

During a jump, no other Short Skills may be used until the figure lands.

13. Move: Move is a Short Skill that allows the miniature to cover a number of inches equal to the first value of his MOV Attribute. Repeating this Skill in the same Order allows the figure to move a number of inches equal to the second value of the MOV Attribute. It is not compulsory to move the total distance indicated by the MOV values.

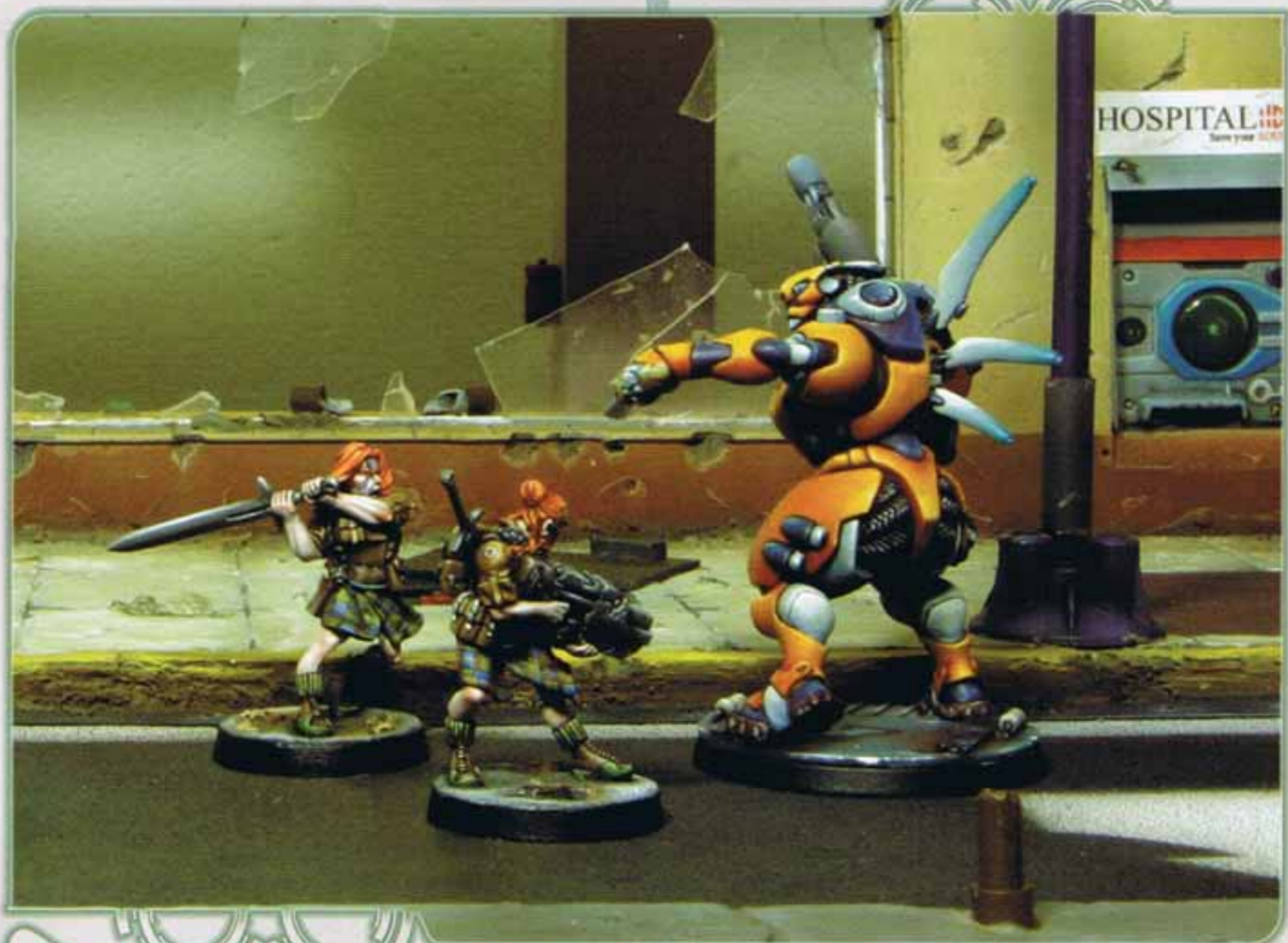
When declaring Movement, the complete and exact route taken by a figure must be described so that an opponent can announce his ARO.

A figure can pass over any obstacle whose height is equal or less than half of his own without suffering restrictions to his Movement.

010
>>

158

Rules



ActiveFILE

INFINITY

ActiveFILE

14. **Mount/Dismount:** This Short Skill allows mounting or dismounting of a vehicle or mount.

15. **Open/Close:** A Short Skill that allows opening or closing of doors or windows and manipulating other mobile elements of scenery on the game table.

16. **Prone:** Prone is a Short Movement Skill that allows the miniature to assume a Prone position, placing a Prone Marker (PRONE) next to it. Troops in Prone Stance have their Movement values halved and can not Jump or Mount/Dismount. A figure in Prone Stance is considered to be the height of his base.

T.A.G.s, Remotes, Vehicles, and Motorcycles cannot use the Prone position.

17. **Speculative Shot:** A Long Skill that requires 1 Order to be spent to allow a Parabolic Fire to an area or figure outside the LoF of the attacker, applying a Modifier of -6 to BS or PH, depending on the situation. Only those miniatures equipped with Grenades and Grenade Launchers can use Speculative Shot.

18. **Suppression Fire:** Long Skill that consumes 1 Order, and allows placing a miniature with a ballistic skill weapon in Suppression Fire mode. A Suppression Fire Marker must be placed on the table as per the Suppression Fire section of the rules.

19. **Swim:** A Short Skill that allows half a figure's MOV Attribute to be used when traversing a liquid medium. Repeating this Skill in the same Order allows the figure to move half the second value of the MOV Attribute.



SPECIAL SKILLS

These are Skills that only certain units are able to use, whether from special training, the use of certain equipment or through natural talents. In those Special Skills that have a number of levels, superior levels always include the inferior unless stated otherwise. For example, a Level 3 Skill will include the Level 1 and 2 abilities as well.

1. **Airborne Deployment (AD):** Units of Airborne Deployed Infantry use aircraft to move to areas of the battlefield where they can cause the greatest damage when deployed.

There is no need to place miniatures with Airborne Deployment on the table during the Deployment Phase. If the miniature is not deployed on the table, he does not add his Order to the Orders Reserve until positioned on the battlefield. To descend to the combat zone, figures

possessing this Special Skill do not use Orders from the Orders Reserve of the army but instead must use their own Order. A figure with Airborne Deployment can also be placed in the normal way at the beginning of the battle, inside the player's Deployment Zone, if desired. If the Lieutenant possesses this Special Skill, he must be deployed at the beginning of the battle in the player's Deployment Zone or his army will be in a Loss of Lieutenant situation.

There are four levels of Airborne Deployment.

• **Level 1- Parachutist:** This miniature has been trained to deploy by using a parachute or rappelling from an aircraft, in the moments prior to combat, arriving from outside of the battlefield at the most critical point.

In the deployment phase, AD: Parachutist allows the miniature, without spending Orders or having to make any roll, to avoid being placed on the battlefield. The borders of the game table must be divided into imaginary sections of equal proportion (Two per side, eight in total) to determine the parachutists point of entrance. An entry section from the eight is chosen before the battle starts for each figure, noted in secret so that it can be verified when the figure is deployed.

When the player decides to Deploy the figure, 1 Order is spent (The miniature's own, not one from the Orders Reserve) and the figure is placed on the battlefield, somewhere along the table border of the section selected before beginning the battle. If using a Coordinated Order, all miniatures participating must enter through the same section of a table edge, chosen from those noted before the battle.

• **Level 2- Airborne Infiltration:** Figures possessing the Special Skill AD: Airborne Infiltration are experienced parachutists, specialized in raiding and penetrating enemy lines.

This Special Skill allows the figure, without spending any Orders or making rolls, to perform similarly to AD: Parachutist but without having to choose a specific zone of entry. He must still spend his Order to deploy but may be placed on any border of the game table. If a Coordinated Order is used, all miniatures participating must enter through the same table section.

• **Level 3- Combat Jump:** Figures with this special jump equipment are trained to descend at full speed over the battlefield surprising enemies with devastating sudden attacks.

The active player can deploy a miniature with AD: Combat Jump at any point during the battle. The figure spends 1 Order (His own, not one from the Orders Reserve) and makes a PH Normal Roll. If successful he deploys to any point on the table nominated by his owner, facing in any direction desired. **Dispersion:** If he fails the PH roll, the miniature suffers a detour in his fall, deviating as many inches as the Failure Category multiplied by 2.5 (FCx2.5). In order to determine in which direction the miniature deviates, a Circular Template is used. Place the Circular Template on the target point where the miniature was supposed to land, with the number 1 facing towards the centre of the table. The second digit of the dice Roll is used indicate the direction in which the miniature deviates (See Graphic 22).

If deviation prompts the figure to fall outside the battlefield, he will have to spend an extra Order from the Order Reserve to appear on the border of the game table at the point where he would have left.

A figure cannot nominate as jump target the interior of a Smoke zone, or in Impassable Terrain or Zones of Low or Zero Visibility. The landing zone is of the same size as a Circular Template and must be free of scenery elements. The figure with Combat Jump can land on any point in the landing zone but the whole of its base must be in the interior of the Circular Template. A figure cannot land in base to base contact with another miniature.

If a Coordinated Order is used to perform a Combat Jump, all the miniatures participating must choose the same template as their landing point. Those failing their PH Roll will be dispersed individually.

>> 010



Rules



ActiveFILE

Figures possessing Combat Jump can also deploy themselves, if they wish to, as if they possessed the preceding levels in AD.

Remotes with Combat Jump will have to perform a PH Roll in order to jump. PH determines the automation and programming level of their jumps.

Impetuous Figures with Combat Jump will have to use their Impetuous Order to perform their jump. If they do not want to jump immediately, at the beginning of the turn they must spend an Order from their army's Orders Reserve in order to stop each impetuous figure from deploying with their Impetuous Order.

Inferior Combat Jump functions exactly the same as normal Combat Jump, but in certain scenarios, owing to certain weather or technical conditions, figures will make their PH Roll with a Modifier of -3.

• **Level X- Tactical Jump:** A miniature which possesses the AD: Tactical Jump Special Skill is not only an excellent infiltrator parachutist, but is also a natural born leader with a superb tactical sense.

Tactical Jump allows performance of only AD: Airborne Infiltration, but if the figure possessing this Special Skill is a leader (Lieutenant) of a group of figures with AD: Parachutist, these can be deployed in the same zone of entry and in the same turn as their Lieutenant, no matter if a different zone of entry was determined for them before the battle. If using a Coordinated Order, all miniatures participating must enter through the same section of a table edge.

In addition, if the figure possessing Tactical Jump is the Lieutenant, as soon as he is positioned on the game table the situation of Loss of Lieutenant is automatically cancelled. The player recovers the whole Orders Reserve that would have been available, with the exception of Orders spent previously (which can only be one or two).

2. **Antipode:** Miniatures belonging to this alien race have a special and peculiar behaviour in the game. Three Antipodes are necessary to compose an intelligent entity, creating one personality with each individual contributing diverse characteristics. For this reason, it costs only 1 Order to activate an Assault Pack of three Antipodes. All the Antipodes in the Pack will then perform the same Skills simultaneously, but make separate rolls to resolve actions. Members of a Pack, in ARO as well as in their own turn, behave always as if they were only one figure. Although they can move in separate ways, they must execute the same Skills in a sole Order and choose the same target, providing only one ARO to enemy miniatures, as with standard Coordinated Orders.

When a member of a Pack falls, the Antipode group identity suffers a mutilation of its reasoning capacity, with the WIP of each Antipode reduced by -3 for every lost member of the Pack. The Ariadnians have managed to work with Packs of 3 and 4 members, to increase their resistance capacity.

If the Assault Pack belongs to an Ariadnian army and they lose their Controller or his Control Device is Disabled, they must make a WIP Roll. If the roll is successful, they continue with the last orders received by the Controller, which usually consists of charging against the enemy. In such a situation, the Pack is still considered as part of the Ariadnian army.

If they fail the roll, they must make a d20 roll. With a result of 10 or less, the Pack will use its respective Orders (Impetuous and normal Order) to get off the table through the nearest edge, performing no orders except for Move or Dodge. If the result is over 10, the Pack will enter Frenzy state and go bananas, leaving the control of the Ariadnian player. In the following game rounds, the Antipodes will act before the rest of the players, using their Impetuous Order and their own Order to attack the nearest figure, continuing every turn until either they or all other miniatures on the table are dead. They attack the nearest figure each turn, whether friend or foe.

Every time after the Controller's disappearance the Pack loses one of its members, a WIP roll must be made with the corresponding Modifier per dead Antipode, with results as above.

When organizing Groups in an army, the Pack and their Controller will count as two figures and will always be in the same Group.

3. **Berserk:** The figure is possessed by a brutal blood thirst that throws him into combat despising any safety measures.

The CC roll, usually a Face to Face one, becomes a Normal Roll for each combatant. Each makes their Skill Rolls, with a successful attack roll compelling the enemy to make an ARM Roll, so it is possible that both players receive Damage simultaneously. The Berserker receives a bonus of +9 to his CC Attribute in return, but never gains the +3 ARM Defence Bonus for making a successful CC Roll. If the opponent decides to Dodge, a success on his PH Roll will not avoid the blow, but he will be able to move out of CC. Berserk is an automatic Special Skill that does not require Orders to be spent for activation but its use must be declared at the same time as the declaration of a CC Skill use. The use of this Skill is optional and it can only be applied in CC.

4. **Booty:** The figure devoted himself to pillaging in some previous battle, and now has some extra item in his equipment that is probably not very common in units like his.

This element does not count as a Support Weapon when performing the Support Weapons calculation in army construction. The Booty does not substitute for the figure's basic equipment: it is instead a complement. Before starting the battle a roll is made on the following table to ascertain which extra element of equipment the figure has:

Booty			
1-3	Light Protection (+1ARM)	12	E/M Grenades
4	Explosive CC Weapon	13	E/M CC Weapon
5	Light Shotgun	14-15	Light Protection (+2 ARM)
6	Heavy Protection (+4 ARM)		
7	Grenades	16	X Visor
8	Adhesive-Launcher	17	Monofilament CC Weapon
9	Light Grenade Launcher	18	Combi Rifle
10	Light Flamethrower	19	AP Rifle
11	Panzerfaust	20	AutoMedikit

If, in the course of a battle, a unit with the Special Skill Booty finds the dying body of another figure (in Unconscious state), he can spend 1 Order to scavenge. He may gain the figure's ARM value instead of his own, or take one of its weapons or pieces of equipment. He will be able to pick only one object and in return must throw away any piece of Booty he is currently carrying.

5. **Camouflage and Hiding (CH):** This Special Skill marks the miniature's ability to merge with his environment and move with the highest stealth. Camouflage and Hiding has three levels:

• **Level-1. Mimetism:** The figure has clothes or camouflage gear made with a "photosensitive material, a cheaper alternative to chameleonic tools, and knows how to use it with the maximum results in order to avoid discovery.

In game terms, any miniature attacking a figure with Mimetism will have a -3 Modifier to his BS Attribute for ranged attacks.

• **Level-2. Camouflage:** The miniature has a special capacity, be it natural or learned, for hiding and stealth. He will also have chameleonic tools available: photoreactive cells and variable/combinable environment patterns. These clothing-incorporated systems will merge the miniature with his surroundings. The Special Skill of Camouflage allows its owner to perform:

Camouflaged Deployment. This use is exclusive to the deployment phase and does not require the spending of any Orders or making of rolls. The miniature is not deployed in the usual way: a Camouflage Marker is placed instead. This type of Deployment also allows 3 miniatures (All with the Special Skill of Camouflage) to be deployed under the same Marker. One or more miniatures can be separated from the group at any point in the game, moving as a separate Camouflage Marker. All the figures placed under the Camouflage Marker are revealed if the adversary makes a successful Discover Roll, or if some of the figures perform an Order that uncovers them. When revealed, figures must appear no more than 1/2 inch of distance from each other, although the player can place them facing however he likes.

In game terms, a Camouflage Marker has the same height of a figure (except if it has a Prone Marker beside it).

Camouflage in Movement: This allows the player to move the miniature without placing him on the battlefield. Only his Camouflage Marker will move. When several miniatures are moved under the same Camouflage Marker, they behave as if they were only one miniature. If they have different MOV values, the lowest is always used. **The only Skills whose execution does not automatically reveal the camouflaged figures are Cautious Movement and all Short Skills of Movement that do not require any roll.**

If the figure is Discovered or is automatically revealed, the Camouflage Marker is replaced by its miniature (or miniatures), facing how the player prefers.

If a Camouflage Marker does not perform anything but MOV in his turn, even if it crosses a Suppression Fire zone or a figure's ZC, the only ARO that can be executed against it is Discover or Change Facing.

Defensive Camouflage. To act against a Camouflage Marker, enemies must succeed in a Discover roll with a -3 Modifier. If the roll is failed, the camouflaged figure is not perceived and may not be a target of BS, CC, or any other Skill (Hacking, Sepsitor, etc.). If the Camouflaged miniature (Or miniatures, if they are clustered) is discovered, it will have to be placed on the battlefield, substituting the Camouflage Marker and losing all the advantages of Camouflage in Movement and Combat, but still complicating any BS Roll against him with a Modifier of -3. When placing the figure over terrain, he can face any direction his owner chooses.



RKNovy Prashcha (Prashca), Light GL, Ariadna

>> 010

161

Rules

Combat Camouflage. This allows a miniature in a camouflaged state to make a BS, Forward Observer, Sepsitor or Hacking attack before his opponent does. This attack is made with a Normal Roll. If the adversary survives the attack, he may then make any attacks he may have declared in ARO which are also made as Normal Rolls, with -3 to BS if shooting at the revealed figure. After this, the player will have to replace the Camouflage Marker with the correct figure. Combat Camouflage is only available for use with Ballistic Skills. In ARO, the reactions of Camouflaged soldiers are simultaneous to the Order they react to, so Face to Face Rolls will be made.

If the Camouflaged figure receives a hit from an Intuitive Shot without having been Discovered first, he will have to reveal himself even if he passes the ARM Roll, removing the Camouflage Marker and placing the real figure. In the same way, if he is affected by a Template but the target was another figure, he will have to make an ARM Roll, revealing himself whether he passes the roll or not.

Camouflaging Again. When a figure has lost the Camouflaged status (It is represented by its figure and not a Camouflage Marker), he can recover his former status by spending 1 Order, provided that he is not in the LoF of any enemy miniatures. A figure in TO Camouflage in LoF of a miniature that intends to Camouflage itself again will have to reveal himself if he desires to prevent his enemy from re-entering Camouflaged status.

• **Level 3. TO Camouflage.** The miniature possesses, besides the Special Skill Camouflage, a Thermo-Optical mimetizing device. This is a system that curves the light around its bearer, rendering him almost invisible and erasing his thermal signature. This sophisticated device also diffuses any possible atmospheric turbulence that its bearer may provoke and prevents his detection by radar or sonar. In game terms, TO Camouflage allows its possessor to perform the following:

Hidden Deployment. It allows the same type of deployment as CH: L-2 Camouflage, but there is no need to make use of a Marker. Provided that he does not move, the figure with CH: TO Camouflage will remain completely invisible. The player must take note of his figure's position in the most detailed possible way (Cover, Prone, etc.) so that the adversary will be able to verify the data in the moment in which he reveals his position. If the miniature moves, the player must place a TO Camouflage Marker, and show his adversary that he really was in that position from the beginning of the battle. If the figure performs any other action, he will have to be replaced by the miniature instead of the Marker.


A miniature in Hidden Deployment does not add his Order to the Orders Reserve, as he is not on the game table. However, to carry out his first Order, which reveals his presence on the battlefield, he will not receive the Order from the Orders Reserve but will have to spend his own.


Camouflage in Movement: Allows the miniature to carry out the same Camouflaged Movement allowed by CH: Camouflage.

TO Defensive Camouflage: Allows the miniature the same Defensive Camouflage that CH: Camouflage provides, but a negative Modifier of -6 is applied if someone intends to attack him.

TO Combat Camouflage: Allows the same Combat Camouflage as CH: L-2 Camouflage, with no orders needing to be spent.

Camouflaging again: Functions exactly as CH: L-2 Camouflage.

AD: Combat Jump  allowed

AD: Combat Jump  not allowed



6. CC with 2 Weapons: The miniature has received special training in order to fight in Close Combat using a weapon in each hand. This Skill allows the effects of two different Close Combat weapon Special Ammunitions to be combined on a successful hit. This Special Skill functions automatically and does not require any Orders or Rolls to be activated.

7. Climbing Plus: A miniature with Climbing Plus is specially equipped or gifted at climbing. This Special Skill functions automatically and allows the miniature to climb as many inches as his MOV Attribute, with no need to make a PH Roll. The Climbing Plus Special Skill allows the figure to perform other skills while climbing or hanging from a great height (Climbing+BS per example).

8. Coma: The figure carries a device able to cover an 8 inch radius area around him with a potent nanovirus. The nanovirus attacks all figures possessing a Cube, functioning as an EI Sepsitor repeater. In order to propagate the virus this device uses all the metabolic power of the user, causing him to fall into an induced coma, which gives this skill its name.

Coma is a Short skill. When activated, the Sepsitor effect is applied to any figure with a Cube within an 8 inch radius of the fighter with this Skill. The Coma area will be active only during that turn. After activating Coma, the figure will have the status of Dead but still will be on the game table, with a Wound Marker to show the radius of action of the Coma during that turn. At the end of the turn, the miniature will be removed from the table.

Morat troops have a strict code of regimental honour, so any Morat figure will not activate Coma until having caused at least one casualty to the enemy.

9. Doctor: The miniature is a qualified doctor, with complete training in combat medicine and is a specialist in saving his companions from death.

Doctor is a Short Skill that allows the miniature, after passing a WIP Roll, to make his patient pass from the Unconscious state to Normal, with a single Wound. If he fails the WIP Roll, the figure is considered to be Dead and is removed from the game table. Miniatures can be healed as many times as necessary, provided that the WIP rolls are successful. A miniature that has been healed can also benefit later from a MediKit, AutoMediKit, or Regeneration, and vice versa. A figure must be in base to base contact with a patient to use the Doctor Special Skill.

10. Engineer: Any figure with this Special Skill has the means and technical knowledge required to carry out campaign repairs on faulty or damaged equipment. Engineer is a Short Skill that allows, with a successful Normal WIP Roll, the repair of Structure points (STR) of vehicles or figures (1 point per successful WIP Roll). If the Engineer fails his WIP Roll, the target miniature or structure loses 1 point of STR instead of recovering it.

Engineers can reactivate all equipment and armour affected by E/M and Adhesive Special Ammunition if they pass a Normal WIP Roll when in contact with the affected figure. If the Engineer fails the WIP Roll when reactivating, it is considered that the weapon or equipment is permanently shut down with no possibility of recovery.

It is essential that a miniature be in base to base contact with the item he wants to repair.

Figures that possess this Short Skill can also open locks, applying the same Modifiers as Hacking Security and Information (See Advanced Rules: Hacking). In order to open/close a door, base to base contact is required.

Engineer also allows Mines to be deactivated (Antipersonnel and Monofilament), as well as E/Maulers and D-Charges. In order to deactivate a Mine in a same Order, the figure has to come into its action radius (Circular Template) and pass a WIP Roll. If successful, the mine does not explode and is defused. If the WIP roll is failed, then it explodes, affecting the Engineer as normal.

11. Explode: This Special Skill is used by a figure to explode after it falls into an Unconscious state. The area of explosion is that of a Circular Template, causing 13 Shock Damage to all in the area. The detonation caused by this Special Skill can be Dodged by passing a PH-6 Roll. Exploding is a Short Skill that allows the figure to explode at any moment he deems suitable, after passing a Normal WIP Roll. Activating this Special Skill will provoke a rapid death in its bearer.

Exploding can be used in CC substituting the CC Attribute with WIP, the figure Exploding rather than causing a hit: this allows the figure to Explode without being Unconscious first.

In the specific case of T.A.G.s with Combat Jump, such as the Caskuda, the explosion is only produced when hitting the ground: the figure will not suffer any damage and will not be able to explode again.

12. Exrah: Concordat Exrah Operators are the ephemeral branch of the Exrah race. Their keratinous epidermis is softer, which allows them more mobility and personal speed, but makes them vulnerable to radiation, so their life expectancy is very short. Physical damage suffered by the "Ephemeral" is impossible to cure, as his internal organs, affected by the ambient radiation of their planet and cosmic rays received in their trips, have a very short endurance. Because of this, when an Exrah receives a hit that pierces his ARM, his state directly moves to Dead: he does not suffer the Unconscious state and is automatically removed from the battlefield.

Furthermore, the organism of the Exrah is very sensitive to powerful E/M transmitters, which causes them severe internal damage. If an Exrah receives an E/M impact and fails his BTS Roll, he will pass directly to the Dead state and is removed from the game table.



"Ephemeral" Exrah have a superior capacity of movement than would be assumed given their massive aspect: they move better than any other Medium Infantry. They also have short wings, which is powered by their combat keratin and allows them to move in great leaps, conferring the Super Jump Special Skill.

13. Forward Observer: This miniature is able to send his comrades ranging and other data about the position of the enemy on the battlefield, increasing the efficiency of their ranged attacks. Forward Observer is a Short Skill.

>> 010

INFINITY WARRIORS
163

Rules

Forward Observers can mark a target, allowing any other miniature on their side without LoF (And with a weapon that allows Speculative Fire or equipped with Guided Special Ammunition) to be able to attack that target at distance. A Forward Observer in LoF with an enemy will be able to mark him after passing a WIP roll (Face to Face, or Normal, depending on the case), Modified by Covers, Distance, Camouflage and Hiding Special Skill, or an Optical Disruptor Device. Distance Modifiers for marking with Forward Observer are applied as per the following table:

Distance	0- 8 inches	8-32 inches	32-48 inches	+ 48 inches
Modifier	+3	0	-3	-6

There are two types of attacks that can be made as a result of the marking by a Forward Observer:

- **Speculative:** When the Forward Observer passes his WIP Roll, the target remains marked for any other comrade that wants to shoot at that target, and the Speculative Fire Modifier is not applied.
- **Guided:** When the Forward Observer passes his WIP Roll the target will remain marked for any other comrade possessing a weapon with Guided Ammunition. This figure will be able to use the Short Skill Ballistic Skills to hit the marked miniature without a roll required, as the WIP Roll of the Observer substitutes.

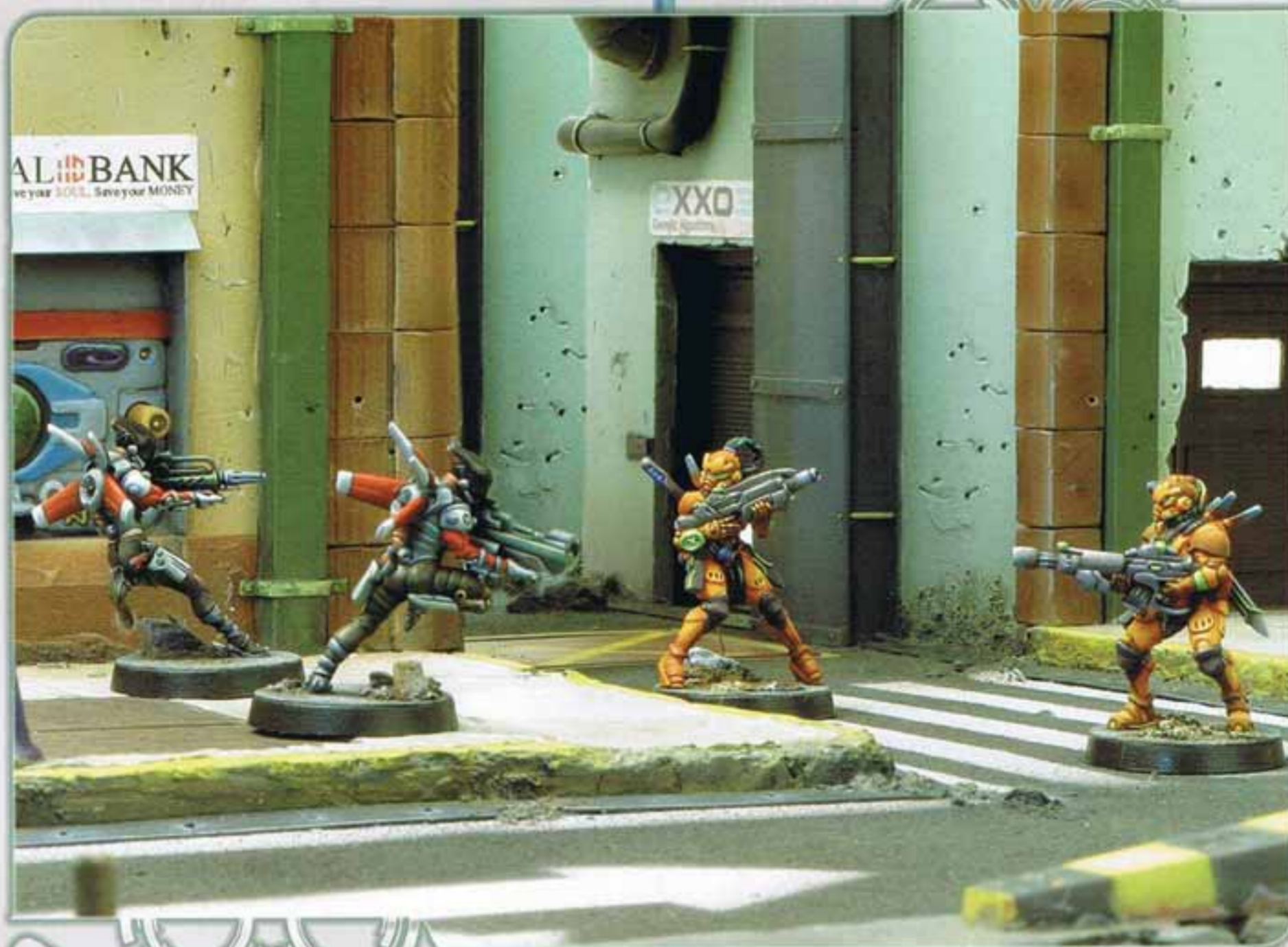
A miniature marked by a Forward Observer will be considered as marked until the end of the turn of the player possessing the Observer that marked it.

14. **Ghost (G):** A Ghost, an organic or artificial intelligence is inside a machine, controlling it from distance, but what separates machines from living creatures?

- **Ghost Level 1: Remote Presence.** This Special Skill is possessed by Remotes and unmanned T.A.G.s. Remotes have pseudo-AIs and expert programs that rule their behaviour in combat, operating in pure logic where fear has no place. In the case of Remote Presence T.A.G.s, the driver is not physically present on the battlefield and remotely controls it from a safe distance. Remote Presence is considered confers the Valor: Courage Special Skill. Figures with Remote Presence cannot have a Cube.

- **Ghost Level X: Mnemonica.** The Mnemonica Special Skill is a typical troop feature of the EI. If the original body chosen to host the Aspect of the EI that controls the army (Charontid, Anathematic or Avatar) is destroyed in combat, the Aspect will automatically jump to another figure's Cube in his army. The Aspect can also jump when his body is in an Unconscious state, but this will cause the body to automatically enter the Dead state.

The Mnemonica Special Skill does not require the spending of an Order and functions automatically. Mnemonica allows the EI to continue acting as Lieutenant in his army with no Loss of Lieutenant situation incurred whilst there are figures where it can discharge itself. When activating Mnemonica in another figure of the Combined Army, he will acquire the original WIP of the EI's Aspect (16 or 17), and the Ghost: Mnemonica Special Skill, but he will not be able to make use of any other Special Skill owned by the original body of the Aspect, or his equipment such as Sepsitor, Multispectral Visor, TO Camouflage, etc.



ActiveFILE

15. Infiltrate: Due to his ability to move stealthily, the miniature will be able to infiltrate the enemy's lines without being noticed. The use of the Infiltrate Special Skill is only allowed in the Deployment Phase. Infiltration allows a miniature the following options:

- **Option A:** The miniature can be deployed, without having to spend an Order or make a Roll, up to the central area of the game table (within the half corresponding to his army). He is deployed in Camouflage or TO Camouflage status if applicable.

- **Option B:** If the miniature wants to go further into enemy territory, he must to pass a Normal Roll of PH. Each 4 inch strip of distance advanced into enemy territory will add a cumulative Modifier of -1 to the roll. If he fails the roll, his figure is placed in the chosen location, but loses any Camouflage or TO Camouflage status (And Hidden Deployment will then be cancelled), so the figure and not his Camouflage Marker or TO Marker is placed on the table.

16. Immunity: The miniature has a natural capacity to resist different types of Damage.

This Special Skill is automatic and does not need the spending of any Orders or making of rolls.

- **Level-1: Shock Immunity:** The miniature is immune to Shock Ammunition and Shock weapons, ignoring their special effect and considering them as normal weapons and Ammunition.

- **Level-2: Total Immunity:** The miniature is immune to all the special Weapons and Ammunition (Except Adhesive, E/M, and Monofilament), which are considered as normal attacks.

17. Impersonation: Figures possessing this Special Skill are experts in infiltration: they are incredible actors and have been outfitted with sophisticated holographic disguise equipment. Their Impersonation Skill allows them to cross enemy lines, eliminate an enemy figure and then impersonate him to gain the element of surprise. There are two levels in Impersonation:

- **Level 1-Basic Impersonation:** Allows deployment of the figure wherever desired, except in the enemy Deployment Zone, without having to make any rolls. To represent the impersonator an Impersonation Marker State 1 (IMP-1) must be placed. The Marker can be deployed within the 12 inch strip of the enemy Deployment Zone after passing a WIP Roll. If he fails his WIP roll, the miniature deploys as a normal figure as if he had been discovered and recognized as an enemy.

There are three states of Basic Impersonation.



F6R PK-8 Krupp, Assault Pistol, Nomads

State 1- Unnoticed. The impersonator has infiltrated the enemy troops without being noticed, and will be considered a comrade by his enemies, who will not be able to act against him (Using BS; PH, CC, etc.). The impersonator figure is represented by an Impersonating Marker State 1 (IMP-1). In order to discover the impersonator, the enemy must make a Discover Roll with Modifier -6. If the roll is successful, the impersonator passes to state 2.

State 2- Characterized. The impersonator has been detected, but he still tries to pass for a comrade. The state 1 Marker (IMP-1) is substituted by another of Impersonation state 2 (IMP-2), but the figure still cannot be attacked, as his identity is still not clear and he is still considered a comrade by his enemies. They must make another Discover roll, a Normal Roll without the -6 MOD, to identify him as an enemy. If this Discover roll is successful, the impersonation passes to state 3.

State 3- Discovered. The IMP-2 marker is replaced on the table by the miniature. The impersonator has been identified as an enemy and can be attacked as usual.

The only Skills whose execution does not automatically reveal the impersonator are Cautious Movement and any Short Movement Skills that do not require any roll.

An impersonator not yet discovered can make a BS attack before his opponent can react. Therefore, no Face to Face Roll is made: each figure makes a Normal Roll of BS, the impersonator going first. If his adversary survives the ARM Roll, he may then return fire. After firing, the impersonator's miniature replaces any IMP Marker. In ARO, impersonators' reactions are simultaneous with the Order being answered, so Face to Face Rolls are used.

To return to Impersonation status (Substituting the miniature with the IMP-1 Marker) 1 complete Order must be spent outside the LoF of any adversaries.

An impersonator in state 1 or 2 (IMP-1 Marker or IMP-2) will be considered as a comrade by his adversary, but if he moves through a Suppression Fire area he will be hit in a normal way.

The miniature with Impersonation will always use his own Characteristics, Skills, and Equipment, although he will be able to pick up and use 1 enemy Weapon if he manages to kill a foe in Close Combat and then returns to Impersonation status. Scavenging a weapon from a victim is a Short Skill.

Human figures with Basic Impersonation will never be able to pose as an alien miniature (Antipode, Morat, Shasvastii, etc.) and vice versa. The Impersonator will not be able to act in State 1 against the Combined Army of the E.I. but he will always act in State 2.

- **Level 2- Impersonation Plus:** Functions exactly the same as Impersonation but, due to advanced technological devices, it allows the impersonation of alien creatures by human agents and vice versa.

18. Inspiring Leadership: If the figure with this Special Skill is the Lieutenant, the Characteristics of Instruction and Fury (Such as Regular, Impetuous, etc.) of all the troops under his command are replaced by his own. While the figure possessing Inspiring Leadership remains conscious on the battlefield, his troops will not disband, behaving as if they were figures with the Religious Troop Special Skill.

This Special Skill has no effect on troops possessing Remote Presence.

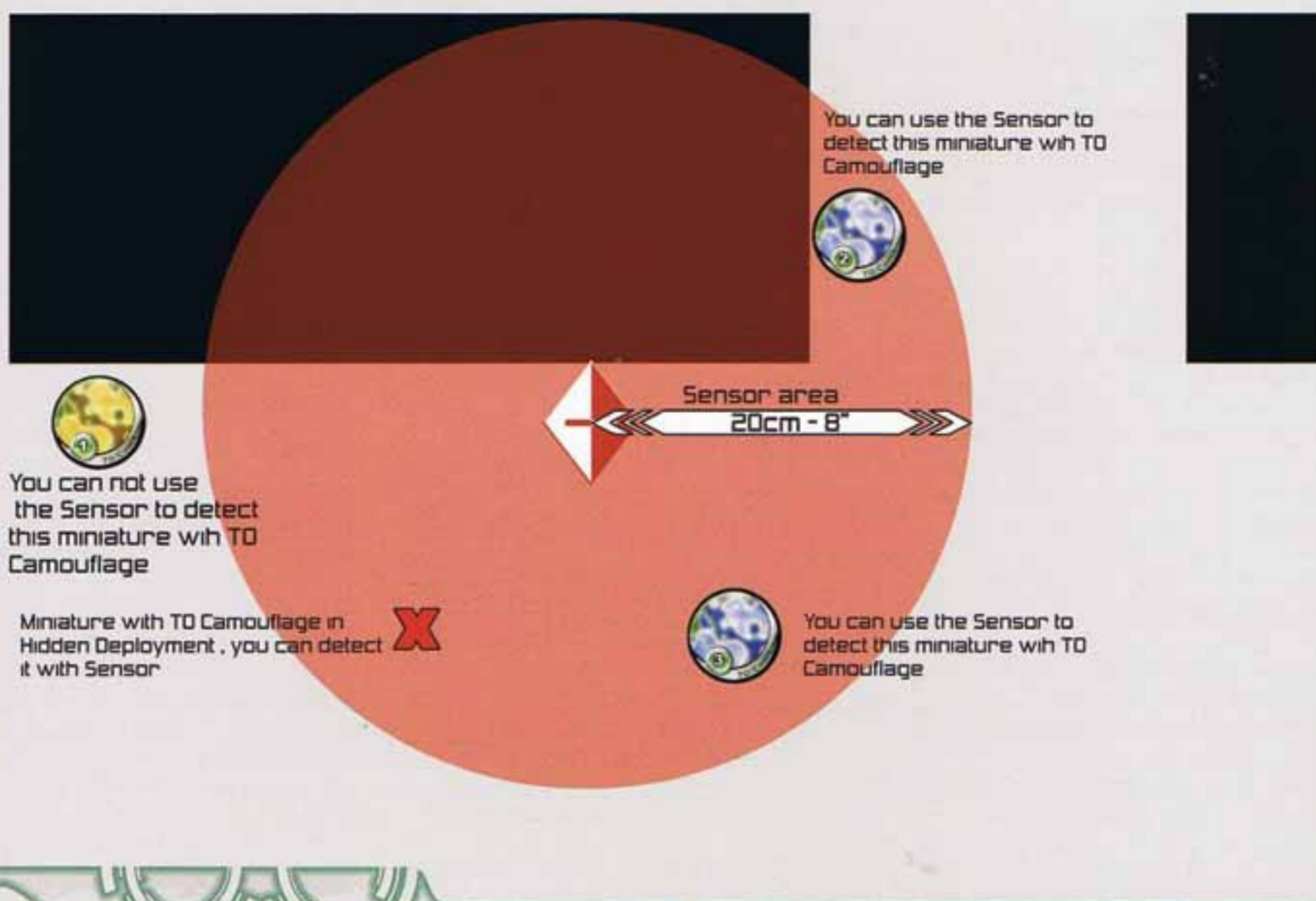
If an Impetuous Troop, the figure possessing Inspiring Leadership must act before the other members in his group in order to set an example.

This Special Skill functions automatically and its use is not optional.

>> 010

165

Rules



ActiveFILE
Graphic 23: Sensor

19. Martial Arts: The miniature has a superior capacity in Close Combat due to discipline, training, and meditation.

This Special Skill is automatic; there is no need to spend Orders to activate it. Each level encompasses the advantaged of the previous levels and when one is activated, the rest are automatically activated if desired.

- **Level 1- Attack to Vital Points.** When both fighters succeed in a Face to Face Roll but this figure scores a hit, the enemy does not receive the +3 ARM bonus for being in CC. This level is only applicable to CC
- **Level 2- Courage.** Functions as the Special Skill of Valour-Courage
- **Level 3- First Attack.** This allows the figure to attack first in CC, making a Normal Roll to hit. If the defender survives, he can counter attack with a Normal Roll of CC. A figure with this ability may also use the CC Attribute instead of PH to disengage from Close Combat. This level is only applicable in CC.
- **Level 4- Empty Mind.** This functions as Sixth Sense L1, cancelling out Martial Arts Skills of Levels 1-3 of opponents. It also makes opponents incapable of turning to face this figure as an ARO when he enters their ZC from behind.
- **Level 5- Personal Defence.** When in combat with several enemies, they will not receive the positive Modifiers from fighting in a group. Personal Defence also allows the martial artist to hit all his adversaries at once with a single successful roll in CC, requiring each one to make a separate ARM Roll. This level can only be used in CC.

20. Mechanized Deployment: The figure belongs to the Mechanized Infantry corps, whose armoured vehicles allow them to move ahead to cover the advance of their companions.

During the deployment phase a miniature with Mechanized Deployment can be deployed in any part of the half of the game table corresponding to his side. All the figures with Mechanized Deployment must be placed in the same 8 inch radius area with a central figure as a reference, as if they just jumped off a vehicle.

21. MetaChemistry: The figure benefits from military nano-chemical substances used to control aggression and to improve bodily functions. As secondary effect, MetaChemistry memetic substances provoke the appearance of physical, neuronal, or metabolic advantages already latent in the subject. These improvements can be increased by the use of biotechnological implants.

Before the battle, roll d20 and follow this table to discover the type of MetaChemistry improvement that the figure will have.

MetaChemistry			
1-3	Natural Armour (+1 ARM)	12-13	No Wound Incapacitation
4-5	Dogged	14-15	Sixth Sense L2
6	Shock Immunity	16-17	Regeneration
7-8	Superior Movement (+4 inches to the first MOV value or +2 inches to both first and second MOV values)	18	Super Jump
9-10	X Visor	19	Climbing Plus
11	Super Physique (+3 PH)	20	Total Immunity

22. Morat : The Morat are the militarist race par excellence. Morat troops possess an ingrained feeling of belonging to their combat units. Their instruction and training have produced an attack force where an individual sense of duty and personal honour is sublimated to those of the group. The Morat are very strict, follow rules to the letter and will fight until no soldier is on his feet: for this reason they will not disperse until they accomplish their mission.

All the Morat have a racial ability equivalent to the Religious Troop Special Skill. In addition, enrolling Morat troops in an army increases the Retreat! threshold from 60% to 75%.

23. Multiterrain: Troops with Multiterrain Skill prepare themselves extensively for every mission, training with simulators or in zones that approximate the location where they will carry out their operations. Those troops stationed in adverse environments that include several types of Special Terrain (Aquatic and Jungle, for instance) will also possess Multiterrain.

Before starting the battle, figures with Multiterrain will be able to choose in which type of terrain they will be specialized (See Terrain section). They will only be able to choose one type out of the five possible types (Aquatic, Desert, Mountain, Jungle, or Zero-G) and will reduce the MV difficulty of that Terrain by one level. This Special Skill is automatic and does not require any Order to be activated.

24. Paramedic: This figure is the unit's paramedic and is equipped with MediKits to cure his wounded comrades.

25. Poison: The miniature is able to secrete a neurotoxin which makes his blows highly lethal. Accordingly, the figure's CC weapon is counted as having Shock Special Ammunition. The effect of the Poison can be combined with any other Special Ammunition that his CC weapon possesses.

In addition, each time a figure with the Poison Special Skill suffers a Wound in CC, his blood splatters automatically to cause a Damage 9 hit on his adversary. Blood splatters cause Normal (Never special) Damage, and as the direct result of a Short CC Skill, they cannot be dodged.

26. Regeneration: The miniature's system is specially suited for self-healing and physical and metabolic regeneration.

Regeneration is a Short Skill that allows the miniature, after passing a Normal PH Roll, to regenerate 1 Wound and even recover from an Unconscious state. When the miniature loses all his Wounds and becomes Unconscious, he must place a Wound Marker next to his figure. If he fails his PH Roll while Unconscious, he passes to the status of Dead and is removed from the game table. If the number of Wounds received leaves the miniature in a Dead state before being able to activate Regeneration, he will not be able to use this Special Skill again, and will have to be removed from the table. (For example, if a miniature with 1 Wound receives 3 hits from a Burst and fails 2 Armour Rolls). While the figure is in Unconscious state he will not add his Order to his army Orders Reserve.

Figures with Regeneration automatically possess the Shock Immunity Special Skill. Regeneration is compatible with the use of MediKit or Doctor. A miniature with Regeneration can be healed and if he receives a Wound after that, he can try to regenerate it, and vice versa.

27. Religious Troop: The beliefs and teachings of his leaders have turned the miniature into an able warrior, with an unswerving faith that allows him to keep firm when others desist.

This Special Skill functions automatically and allows the figure to keep his Order for himself after losing his Lieutenant, in addition to the minimum Orders due to Loss of Lieutenant. In addition the miniature may choose not be affected by the rules of Retreat! If all a player's figures are Religious, then two of them may give up their Orders to elect a new Lieutenant. Otherwise they may continue operating using only their own Orders.

28. Repeater: Hacking range amplification system. This allows Hackers to use their skill in a radius of 8 inches around the Repeater. The Hacker can be at any distance from the Repeater, and he does not need to keep a LoF with it. This is a Special Skill that functions automatically and does not need the spending of any Orders to work. The Repeater can only be used by Hackers of the same army, or an allied one.



29. Sensor: The miniature possesses high sensitivity detection equipment, or a perfect sense of smell, that allows him to detect hidden figures nearby. The miniature that possess Sensor can make a Normal WIP Roll (Distance, Camouflage or TO Camouflage Modifiers are not applied) to Discover all models that are Camouflaged or in Hidden Deployment within a radius of 8 inches around him. Sensor is a Short Skill and does not need a LoF. (See Graphic 23)

A miniature possessing the Sensor and Forward Observer Special Skills can mark a target outside his LoF (using his pertinent Short Skill), if he is within the Sensor radius of effect and the target has been previously discovered. In such a case, a Distance MOD will not be applied to the Forward Observer WIP roll.

A miniature with Camouflage, TO Camouflage, or Impersonation cannot Camouflage again, or return to the Impersonation state, within the Sensor area.

30. Shasvastii: The Shasvastii are an alien race with a completely different biology to humans. Endowed with a strong survival instinct, all the Shasvastii are partially hermaphroditic, allowing them to bear a fast growth Spawn-Embryo inside them that they will later implant in enemy territory. After some time, a Shasvastii will sprout from the Spawn-Embryo, which will follow genetically codified information to continue the mission of the Shasvastii Continuum. Shasvastii T.A.G.s, despite being artificial units with Remote Presence, also carry a Spawn-Embryo in their interior. Spawn-Embryos can feed from the corpse of the fallen Shasvastii, so it is considered that no Shasvastii troop yields Victory Points to his enemy until his Spawn-Embryo has been wiped out.

It is therefore considered that, to count VP for victory as for Retreat! Shasvastii have three levels: Unconscious, Dead, and Spawn. Not until the Spawn-Embryo is Dead will the "parent" Shasvastii figure be removed from the battlefield. The Spawn-Embryo cannot move from its location, or attack, or defend itself and has ARM 0.

31. Sixth Sense: Miniatures endowed with this skill have a special capacity to sense danger. They are able to perceive the enemy's intentions without having to see him, which allows them to react rapidly when attacked by surprise. Sixth Sense has two levels:

- **Level 1:** Within a radius of 8 inches, the miniature will be surprised by neither Camouflaged nor TO Camouflaged miniatures, nor can he be attacked from the rear within his Zone of Control. In this way, when attacked from within an 8 inch radius in his Zone of Control, the miniature will answer the assault in a simultaneous fashion with a Face to Face Roll. Figures with Sixth Sense L1 will be able to react against Camouflaged and TO Camouflaged figures inside their Zone of Control only at the moment of being attacked, acting as if those miniatures were in front of them and revealed but not Camouflaged. They cannot however react to movements or any other action of Camouflaged and TO Camouflaged foes. This Special Skill functions automatically (No need to spend any Order or make any Roll).

>> 010

167

Rules

• **Level 2:** Allows the miniature to react in a simultaneous fashion to attacks (Not to movements or any other actions) of Camouflaged and TO Camouflaged figures in LoF, no matter the distance. This Special Skill functions automatically (you will not need to spend any Order or make any roll).

32. **Super-Jump:** These miniatures are genetically, artificially, or evolutionarily designed to perform jumps of astonishing length and height.

This Special Skill works automatically. It allows the miniature to move in a vertical, diagonal, or horizontal jump as many inches as indicated in his MOV, without having to make a PH Roll. Super-Jump is a Special Short Movement Skill that can be combined with other Short Skills. For example, with Super-Jump, the figure can shoot while flying through the air and this will be considered an Order of the Move+BS type. Also, when the miniature moves in a normal way he will be able to avoid any obstacle of his height or less without any Movement restriction.

To calculate the Falling Damage taken by miniatures with Super-Jump, the sum of both values of his MOV Attribute is subtracted from the distance and the result multiplied by 2.5. For example: a miniature with Super-Jump with MOV 4-4, that jumps from a terrace to the floor from a height of 10 inches will only have to make an ARM Roll against Damage 5 (distance of 10 minus MOV 4+4 = 2, multiplied by 2.5 to give 5).

33. **Superior Movement:** The miniature is specially equipped for fast movement.

This Special Skill automatically increases the movement of the miniature, with no need to spend Orders or make any roll. This increase is already calculated in the MOV value of the figure possessing this Special Skill, or else is indicated between brackets.

34. **Terrain:** Some troops are trained to fight in specific terrain, characterized by the difficulties they offer to the inexperienced. The Type of Terrain in which the figure is specialized is always indicated after the term Terrain. In the game, these Types of Special Terrain

are Aquatic, Desert, Mountain, Jungle, and O-G. Figures possessing the Special Skill Terrain will suffer reduced MOV Modifiers in their environment. They will act as if the terrain were a level of difficulty lower: if it is Impassable terrain, it will be considered as Very Difficult, if it is Difficult terrain, it will be considered as Normal.

This Special Skill is automatic and does not require the spending of Orders or making any kind of roll in order to be activated.

35. **Total Reaction:** Due to servos and a system of support and reinforcement of response speed and mobility, some miniatures are able to react with great celerity. To reflect this, Total Reaction allows the firing of the whole Burst (B) of a weapon in ARO.

- If the BS roll is a Normal Roll, as many Rolls as the B value of the Weapon will be made.

- If the BS roll is a Face to Face Roll, both players will have to make all their BS rolls. All the results (after applying the typical Modifiers) that overcome the best Roll of their adversary will be impacts.

For example: Fusilier Angus is in an open field, 12 inches from a Yaókóng (a Remote with the Total Reaction Special Skill). Angus spends an Order to shoot the Yaókóng. The Remote reacts with his ARO, shooting. As he has the Total Reaction Special Skill, he shoots 4 times (His HMG has B=4) instead of 1, which would be the case normally. Angus makes 3 BS Rolls (His Combi Rifle has B=3). His BS is 12+3 (distance MOD) = 15. He rolls a 3 (Success), 17 (Failure) and 12 (Success). The Yaókóng has BS=11+3 (Distance MOD). He rolls 4 times and obtains 2 (Success), 14 (Critical), 13 (Success), 20 (Failure). The best roll is the Yaókóng's (14, Critical), so he will hit with all his shots that are better than Angus' best (12). The Yaókóng hits 2 times, with his rolls of 14 (Critical) and 13. Angus suffers a Wound directly (Critical) and must make 1 ARM Roll.

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>>



168



Rules



ActiveFILE

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36. **Transmutation:** This Special Skill allows the figure to transform into a different miniature, with different Attributes and Skills, for example changing from Dogface to Dog-Warrior. In order to complete the Transmutation, the figure must be suffering great stress, for instance after receiving a Wound. Transmutation is automatic after receiving a Wound and does not require the spending of any Order - the new figure replaces the old, minus any wounds taken.

37. **Valor (V):** This Special Skill describes the bravery and ferocity of the figure in combat. There are three levels of Valor with each one encompassing the prior levels:

- **Level 1-Courage:** The miniature does not fear death and is completely ready to die if his duty calls for it.

Courage avoids, without spending any Order, the WIP Roll that is compulsory after surviving the impact of a ballistic weapon but the figure does not wish to move to cover (The Guts Roll made after a successful ARM Roll). The figure is not required to keep his position if he does not want to.

- **Level 2- Dogged:** The miniature, owing to a vast contempt for life, is ready to suffer in order to achieve an objective, no matter the severity of his wounds.

This Special Skill is automatic and does not require the use of Orders to be activated. Dogged allows the miniature to ignore the state of Unconscious.

If the miniature uses the Dogged Skill he will be able to act normally provided he keeps spending Orders in a consecutive way. The figure will die when the turn he would have fallen Unconscious finishes, if the player stops spending Orders on him in a consecutive way, or if he suffers another Wound. In addition, the Dogged Special Skill includes also the Courage Special Skill. Dogged cannot be used in ARO.

Dogged allows Impetuous figures to spend Orders from the Orders Reserve in order to keep acting normally, even though the player hasn't finished spending Impetuous Orders.

- **Level 3- No Wound Incapacitation:** The miniature, due to the extraordinary endurance of his system, is able to ignore pain and keep his awareness functioning further than reasonable human limits.

This Special Skill functions automatically, allowing the miniature, after receiving a Wound, to avoid passing to the Unconscious state. Another Wound will be needed to destroy him. The miniature can be cured by a Doctor, AutoMediKit, MediKit, and Regeneration, although if he fails this roll he will automatically die.

38. **Veteran:** The miniature belongs to a troop with several years of service in the toughest frontlines: he possesses several skills acquired the hard way. The Veteran Skill provides the Courage, Sixth Sense L2, and Multiterrain Skills.

Equipment and Weaponry

WEAPONRY: This details the weaponry in the game. A Rifle is used to provide an example of the statistics:

Weapon	Short	Medium	Long	Maximum	Damage	B
Rifle	8/0	16/+3	24/-3	48/-6	13	3

- **Distances:** There are four range distances: Short, Medium, Long, and Maximum. Depending on the type of weapon, the Modifiers applied to each one of these ranges varies.

A Rifle, shooting at a target at a distance of 0 to 8 inches has a Modifier of 0 to its firer's BS Attribute, up to 16 inches has a +3 BS Modifier, up to 24 suffers -3, and finally, at the maximum distance of 48 inches, the Modifier is -6. It is not possible to score a hit at distances further than the Maximum range.

- **Damage.** This is the destructive capacity of a weapon. The bigger the Damage value, the more powerful it is. The Damage value is used in a ARM Roll, where the result of the Roll plus the target's ARM value must exceed the Damage value of the weapon or a Wound is taken.

- **Burst (B).** This is a weapon characteristic that can only be used during the attack turn and never in ARO (Except in Total Reaction or Suppression Fire, per example). The value of B is the number of times a weapon can be shot during the use of Ballistic Skill. Thus, a Rifle can (Using 1 Short Skill BS Attack) perform 3 shots as its B is 3.

TYPES OF AMMUNITION. Some weapons can be loaded with Special Ammunition types, which have their own characteristics:

- **Adhesive Special Ammunition (ADH):** This is a type of ammunition with a heavy load of fast adhesive, designed to immobilize a target.

Once hit by this kind of ammo, the target must make a PH Roll with a -6 Modifier. If he fails the roll, his state changes to Immobilized.

- **Armour Piercing Special Ammunition (AP):** This is a type of ammunition specially devised to penetrate armour plate and heavier vehicles. These projectiles incorporate AP Technology that allows them to pierce any plating like a hot knife through butter. Close Combat AP weapons usually incorporate specific Armour Piercing nanomachinery, or they are manufactured from Teseum, a neomaterial with Armor Piercing properties.



>> 010

169

Rules



ActiveFILE

Armour Piercing Special Ammunition penetrates all armours, reducing their value by half (Always rounding up), with a minimum ARM of 1. If the target is behind physical cover, the Armour Piercing Special Ammunition will only affect the ARM of the figure and not the Modifier given by the cover.

- *Electromagnetic Special Ammunition (E/M)*: This is a type of ammunition designed to interfere with electronic systems through the emission of a powerful microwave pulse.

If a miniature receives a hit from E/M Special Ammunition he must make an ARM Roll using his BTS Attribute. If he fails the roll, all his Equipment and Weaponry, if vulnerable, is affected by the E/M pulse and enters the Disabled (DIS) state.

Disabled. A miniature that fails his BTS Roll will be marked with a Disabled (DIS) Marker. These figures cannot receive Orders or AROs, and lose the bonuses granted by their Skills. They do however contribute their Order to the Orders Reserve until utterly destroyed and will not count as a casualty for demoralization and Retreat! purposes. Disabled equipment stops functioning and the Marking performed by a disabled Forward Observer has no effect.

Figures with the Engineer Special Skill can repair Disabled equipment.

E/M Special Ammunition ignores the +3 Modifier to ARM given by covers.

Ariadnian Heavy Infantries and troops that are not Heavy Infantry, REM or T.A.G.s must make a Guts Roll when affected by the damage of E/M Ammunition. **ATTENTION: this Type of ammunition affects Cubes, deactivating them, and is forbidden by the Concilium Convention. Its use will be penalized by the international courts.**

Equipment	Vulnerability	Effect
Ariadnian Heavy Infantry (HI)	No	Guts Roll
AutoMediKit	Yes	Disabled
CH: TO Camouflage	Yes	Disabled
Control Device	Yes	Disabled
Cube	Yes	Disabled
Deployable Repeater	Yes	Disabled
ECM	Yes	Disabled
Forward Observer	Yes	Disabled
Hacking Device	Yes	Disabled
Heavy Infantry (HI)	Yes	Immobilized
Humans and other Creatures	No	Guts Roll
MediKit	Yes	Disabled
Motorcycles	Yes	Disabled
Optical Disruptor Device	Yes	Disabled
Remote (REM)	Yes	Immobilized
Repeater	Yes	Disabled
Sensor (except Antipodes)	Yes	Disabled
T.A.G./ Vehicles	Yes	Immobilized
Visor (Multispectral, X, 360°)	Yes	Disabled
Weaponry	See Weapons Chart	Disabled



Rskari RS Ghazal, Panzerfaust, Haqqislam

• **Explosive Special Ammunition (EXP):** The Explosive Special Ammo combines the devastating effects of hollow point projectiles with a HE (High Explosive) core, improved nanotechnologically. It is a specially designed type of ammunition that generates massive damage by detonation on contact with the target.

Close Combat Explosive weapons possess advanced military technology and are restricted and not very common. They apply a similar system to that of electrothermal ammunition, their edge having several microcorrugations through which a superconductive gel circulates. The kinetic shock energy from a blow given with this kind of weapon turns the gel into ionized plasma, provoking a small but powerful directed detonation. ATTENTION: This Type of ammunition is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

Explosive Special Ammunition requires the miniature hit to perform three ARM rolls. Even if the target fails some of them, or is Unconscious, he must still make all three Rolls. Criticals with Explosive Special Ammunition cause a direct Wound and require the target to perform additional 2 ARM Rolls.

• **Fire Special Ammunition (FIRE):** Ammunition which damages by Fire is designed to hurt with heat and flames, burning for as long as possible. Intense heat and fire will also damage TO Camouflage and Optical Disruption devices.

Once a miniature suffers fire damage, he will have to make an Arm Roll. If he fails, he receives a Wound and will have to keep making ARM Rolls until he dies or passes an ARM Roll. After passing an ARM Roll, the Fire will be extinguished.

Fire Special Ammunition damages Camouflage TO and Optical Disruption Devices, considering them Disabled until repaired.

• **Guided Special Ammunition (GUI):** This type of ammo is able to move around the battlefield and dodge any obstacle until reaching a target determined by a Forward Observer. It allows shooting at an objective previously marked by the Observer, with no need of LoF or any BS Roll: the projectile automatically hits a marked target.

• **Monofilament Special Ammunition (MF):** A monofilament is an edge as thick as a molecule, stabilized by a tenuous E/M field. A monofilament can cut through any material with minimum effort. The Special Ammunition, or Monofilament Weapons, reduces any ARM value to 0. It has a fixed Damage of 12 and kills right away, independent of the number of Wounds or points of Structure that the target figure may have. Close Combat Monofilament weapons do not add a Defense Bonus in Close Combat. Monofilament Weapons are affected by E/M Special Ammunition.

Monofilament Mines, when exploding, leave the area of detonation covered by a web of Monofilaments that can only be removed using an E/M weapon, or using the Engineer Special Skill.

• **Nanotech Special Ammunition:** Nanotech weapons disperse a load of nanobots, microscopic robots charged with a lethal attack program. The effect they cause varies according to the type of program loaded, but the final result is always the same: loss of 1 Wound. Nanotech weapons ignore normal armour, and can only be stopped by BTS. To resist the damage of Nanotech Special Ammunition a successful BTS Roll is required.

• **Plasma Special Ammunition:** The Plasma used in this type of Special Ammunition is a type of ionized gas controlled by electromagnetic fields. An impact causes the disintegration of the E/M containment field, provoking the expansion of plasma in an explosive way. This type of Special Ammunition is characteristic of VoodooTech, the technology of the Rationalist Ur race, so nobody knows exactly how it works.

Plasma Special Ammunition causes simultaneous Normal and E/M Damage that disables the equipment and weaponry of the target. It requires the target to make an ARM Roll and a BTS Roll to avoid each type of damage. It also uses the Area of Effect Template from its point of impact to determine figures hit.

• **Shock Special Ammunition (SH):** This is a type of ammo which causes a strong hydrostatic shock in a target's system. Specifically designed to cause a great amount of internal damage after penetration, Shock technology varies according to the manufacturer, but the cheapest consists mainly of hollow point projectiles, which shatter after impact into hundreds of metal shards that tear internal organs. Close Combat Shock weapons usually have their edge impregnated with a fast action selective lethal synthetic neurotoxin. ATTENTION: this Type of ammunition is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

Shock Special Ammunition means that after a failed ARM roll, the target passes directly to the Dead state, ignoring the Unconscious state.

When it hits its target, Shock Ammunition cancels the effects of the Valor L2: Dogged and Valor L3: No Wound Incapacitation Special Skills.

Shock Special Ammunition does not have any special effect on figures with more than 1 Wound (W), Heavy Infantry with powered armour, or figures that possess Structure (STR) instead of Wounds (W) such as Remotes and T.A.G.s. In such cases, Shock Special Ammunition acts as if it were Normal Ammunition.

• **Smoke Special Ammunition (SMOKE):** Smoke Ammunition generates a Zero Visibility Zone the size of a Circular Template and without height limit. Only grenades and grenade launchers can be loaded with this type of ammunition. The Smoke curtain will remain throughout the turn of the player in which it was thrown, and the Template is removed when the turn finishes.

Smoke Ammunition impairs vision completely, and the Template area is considered a Zero Visibility Zone. Miniatures inside or behind the area of a Smoke Template cannot be shot unless a Multispectral Visor L2 or L3 is used. Inside a zone of Smoke, figures may only perform Close Combat attacks. Suppression Fire can be placed over a Smoke area (With a BS Modifier of -6) and Speculative Shots may be made.

Shooting Smoke Special Ammunition is always considered an attack but being a type of non-offensive ammunition, it is not necessary to use a Speculative Shot in order to send it to a point in LoF without any enemy miniature in there.

• **Stunning Special Ammunition.** This type of non lethal ammunition is used to repress revolts, in operations where a big number of hostages is involved, to capture targets alive, or in sensitive areas such as badly pressurized zones. It produces Special Damage that leaves the target Unconscious during a whole turn (With an immediate effect), although further impacts will provoke Unconsciousness for as many turns as times the ARM Roll is failed.

Stunning Special Ammunition is often used in missions where it is imperative to capture a target alive. It can be loaded into any MULTI weapon.

COMBI AND MULTI WEAPONRY

• **COMBI:** A type of light weapon this is simple to use, adapted to the needs of modern battlefields. It is designed using recoil suppression and shot optimization technologies, allowing it extra precision at short and medium distance. Combi Rifles cause the same Damage as a Rifle (D=13), at any distance.

• **MULTI:** These are Multipurpose Combi weapons that can be loaded simultaneously with different types of ammunition:

1. Normal Ammunition. Using this Ammunition, it functions normally and its B value is not reduced.

2. Light MULTI: AP or SH Special Ammunition may be chosen by the shooter but the B value is reduced to 2. The types may be alternated between, not during, Bursts.

Light MULTI Ammunition is only available in light weapons, such as MULTI Rifles.

3. Heavy MULTI: AP or EXP Special Ammunition may be chosen by the shooter but the B value is reduced to 2. The types may be alternated between, not during, Bursts.

Heavy MULTI Ammunition is only available in heavy weaponry, such as MULTI Heavy Machine Guns.

4. Integrated Special Ammunition. AP and EXP (MULTI Heavy, Machine Gun Ammo, for instance), or AP and SH (MULTI Light, Rifle, for example) may be chosen by the shooter but the B value is reduced to 1.

In ARO, MULTI weapons can only select one type of Special Ammunition to fire. They may not use Integrated Ammo.

WEAPON TYPES

• **Adhesive-Launcher (ADHL).** This is a semi-automatic weapon with a rotary cylindrical chamber that shoots self-propelled projectiles with a charge of fast drying adhesive liquid. The Adhesive-Launcher can be used as an anti-vehicle weapon, immobilizing them to facilitate their destruction.

Although it is not a directly lethal weapon, the Adhesive-Launcher is very cheap and can stop the best equipped and armoured enemy targets. All pilots of T.A.G.s and other vehicles have learned to fear this weapon. The most powerful machine can be utterly defenseless after a good shot from an Adhesive-Launcher.

• **Autocannon.** The Automatic Portable Cannon (Autocannon for short) is always loaded with Integrated Armour Piercing and Explosive (AP+EXP) Special Ammunition and their effects are combined. It cannot be used in Close Combat.

The Automatic Portable Cannon is a compact light version of the main weapon used in primitive light armoured vehicles from the middle of the 21st century. Technicians from Ariadna have learned how to reduce the size of the supply system and improve recoil suppression. In order to turn it into a fully portable weapon, it has been provided with a manual shooting device and an optical aim system. It may have an archaic look, but it possesses an undeniable destructive capacity.

• **Chain Rifle.** This is a Direct (Large Teardrop) Template Weapon with no distance and no dispersion. Chain Rifles can not be used in CC. Shooting this weapon does not require a BS Roll, as it hits automatically. The vertex of the Large Teardrop Template is placed touching the base of the miniature using it. Face to Face Rolls do not occur against a Chain Rifle attack: they will always be Normal Rolls. A PH roll with a -6 Modifier is required to Dodge this weapon. Figures with two Chain Rifles, such as Dog-Warriors, can shoot both with the same Order, aiming at different targets if so desired and applying the rules of Direct Template Weapons to both.

ATTENTION: This weapon is forbidden by the Concilium Convention. Its use will be penalized by the international courts. The Chain Rifle has a chain inside with an electric trigger that shoots red hot scrap metal. It was designed specifically for the Third World campaigns, where there was no time to teach peasants to shoot. It has a devastating effect at short range, owing to its open fire arc. Its low cost of production, added to its mortal efficiency, has made the Chain Rifle a very popular weapon in conflicts all around the Human Sphere.

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172

Rules



ActiveFILE

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• **Close Combat Weapon (CCW).** This name encompasses all sharp instruments (Swords, sabers, axes, spears, etc.). The generic Damage caused by CC Weapons is the PH value of their bearer. They can load Special Ammunition if available.

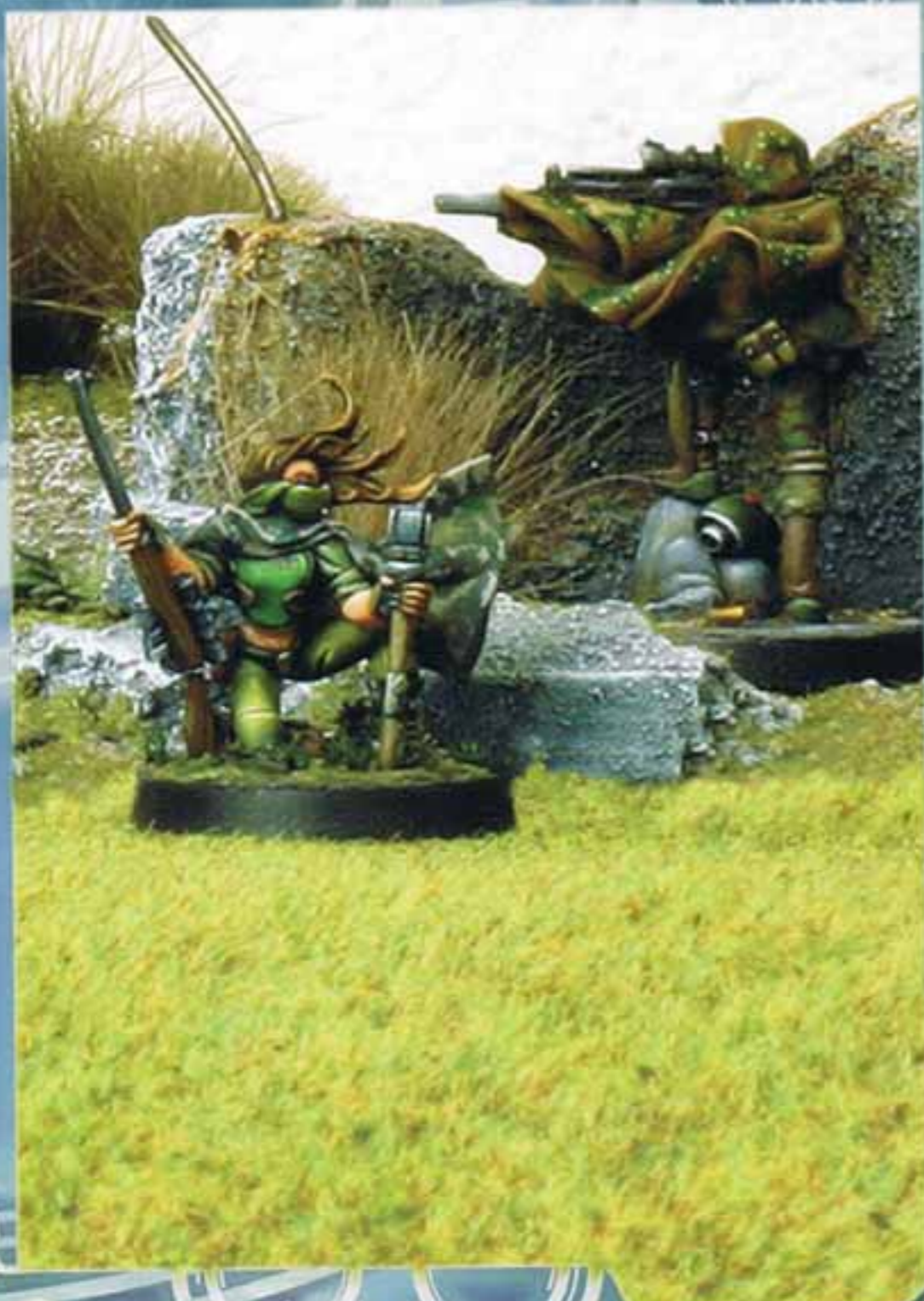
In some cases, the skill and training of certain elite troops makes the use of the combat knife as lethal as the efficiency of a CC weapon. In such cases, even though the miniature is bearing a knife, it appears in his weapon list as a CC Weapon.

Even though despised by many, those that follow the Way of the Sword know that its usefulness in close combat can be as lethal as or even more so than the most technological weapon. The wide range of sharp instruments (Machetes, katanas, plain swords, Teseum swords, etc.) available which are standard-issue in the armies of the Sphere is such that it would be too exhausting to describe them all. The Master says: "Honor your weapon and protect yourself from your enemy's".

• **D-Charges.** Demolition Charges (D-Charges) are a weapon detonated by remote control. D-Charges do not use templates when exploding, as they have been designed to perform a concentrated and directed detonation, with the aim of penetrating the target's armour. They possess a directional casing so that the explosion will only affect the surface which they are stuck to. D-Charges are often used in demolition missions.

Placing D-Charges is a Short Skill that does not require any kind of roll, detonating them is also a Short Skill with no need for a roll. They can be used in Close Combat in the following way: to place a D-charge on a target, use a Short Skill and pass a CC roll. Detonating a D-Charge is a Short Skill that does not require of a Face to Face CC roll. D-Charges can be placed or detonated in ARO. Each figure equipped with D-Charges has a total of 3 charges.

D-Charges load AP+EXP Special Ammunition, of Damage 14, and are very useful to destroy and demolish vehicles, structures, brick walls and similar architecture.



• **Electric Pulse.** This is a Close Combat Weapon, activated by contact. It is an automatic device which does not require any Close Combat roll, but it imposes a Modifier of -6 to an adversary's CC, who must make a Modified Normal Roll (not a Face to Face one). If the adversary fails his CC roll because of the Modifier (If the Failure Category is equal or less than 6 in other words), then he will be automatically Immobilized during that game turn and an IMM Marker is placed next to his figure.

The Electric Pulse is a defensive system usually placed on vehicles or security zones. It generates a strong discharge able to knock out, but not kill, any intruder or adversary.

• **E/Marat.** This is an E/M portable weapon, used with a Circular Template. The E/Marat is activated by the use of a Short Skill. It emits a Damage 13 E/M pulse, with a radius of effect the size of a Circular Template. The Template must be placed centred on the figure carrying the E/Marat, who will also suffer the effect of the E/M pulse (Requiring a Guts Roll to use). The emission device of the E/Marat is not affected by its own discharges. This weapon can be used in CC, substituting the CC Attribute with WIP.

ATTENTION: This weapon deactivates Cubes, and is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

The E/Marat, whose name signifies "power" in Arabic, is a somewhat crude but effective weapon. It is the size of a small backpack and is composed of a generator battery and a compact radial short range transmitter. The meager radius of action of this device has prevented its popularity as infantry weapon, since it requires being close to the target. Nevertheless, it is a good weapon to turn the tide when poorly trained and volunteer forces must fight better trained and equipped armies.

• **E/Mauler.** This is an E/M static weapon, with a Circular Template effect, activated by proximity. When an enemy troop penetrates the radius of the Circular Template, the device emits an E/M pulse of Damage 13. A Short Skill is used to drive an E/Mauler into the ground and activate it. E/Maulers remain active until the end of the battle or until they are destroyed by a shot or a Template Weapon. E/Maulers have an ARM of 0.

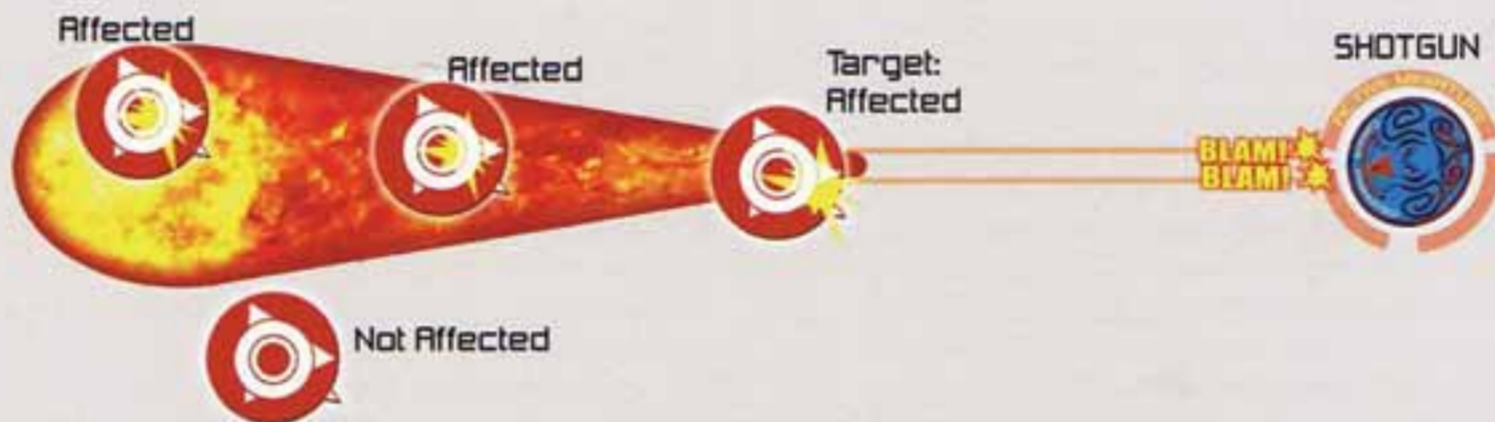
Due to their size when completely deployed, E/Maulers cannot be Camouflaged so they do not have Shot Modifiers. They are able to recognize ally figures, and are never activated in their presence, even if they are Unconscious. E/Maulers deactivate any missile penetrating their radius of coverage, emitting their E/M Pulse as they do so. This weapon cannot be used in CC. Each figure equipped with an E/Mauler will carry 3 of the devices.

E/Maulers are a hybrid of a Position Repeater and a Mine. They are equipped with a movement sensor and an IFF (Identification of Friend or Foe) device, both connected to a transmitter of E/M pulses. E/Maulers are designed and patented by the Nomad Nation, who have sold several bundles to Ariadna after the experiences of Commercial Conflicts. ATTENTION: This weapon affects Cubes, deactivating them, and is forbidden by the Concilium Convention. Its use will be penalized by international courts.

>> 010

173

Rules



ActiveFILE

Graphic 24: Shotgun

• **Famethrower** (Light FT/HeavyFT). This is a Small Teardrop/ Large Teardrop Direct Template weapon. The vertex of the Teardrop Template is placed in the base centre of the miniature shooting. Using this weapon does not require a BS Roll as it hits the target automatically. There are no Face to Face Rolls against a Flamethrower shot; only Normal Rolls. Flamethrowers use FIRE Special Ammunition. The roll required to Dodge this weapon is PH with a -6 modifier.

ATTENTION: This weapon is forbidden by the Concilium Convention. Its use will be penalized by international courts. The Flamethrower is a classic assault weapon which has not evolved too much. They are now smaller, safer, and easier to use but the main idea is the same: to create a fire curtain to open routes and clear reduced enemy areas with a single shot.

• **Grenade Launcher** (Light GL/Heavy GL). This weapon cannot be used in close combat. It can be loaded with Normal, E/M, or SMOKE ammunition. It is a Circular Template weapon, and its shots can be affected by Dispersion of up to FC inches. It can be used with Speculative Fire.

The grenade launcher allows bombing enemy positions with parabolic fire even if they are outside of LoF. This is particularly useful against close formations and to cover the advance of other units.

• **Grenades**. These weapons are used at close quarters and use a Circular Template which can suffer Dispersion up to FC inches. There are several types of grenades, with Normal, SMOKE or E/M Special Ammunition. Grenades are used with the PH Attribute. Grenades can be launched with Speculative Fire.

The tactical possibilities of hand grenades, especially in assault operations, can be spectacular. In urban or jungle combat, the use of grenades is essential and all veteran troops would like to carry a good number of them.

• **Heavy Machine Gun** (HMG). This weapon cannot be used in Close Combat. Heavier versions can load Special Ammunition, allowing the Heavy MULTI mode. MULTI Machine Guns cannot be picked up with the Booty or Impersonation Special Skills.

Modern Heavy Machine Guns have constant integrated auto-cooling systems that allow them to keep high rates of fire for long periods of time and neither the barrel nor the firing mechanism will melt. Multiple magazines and programmed systems allow them to alternate ammunition, which endows the weapon with great versatility, adapting itself to the changing situations of the battlefield.

• **Hyper-Rapid Magnetic Cannon** (HMC). This weapon loads Armour Piercing (AP) Special Ammunition. It is only available for vehicles and T.A.G.s and cannot be used in Close Combat or be picked up with the Booty or Impersonation Special Skills.

The Hyper-Rapid Magnetic Cannon is a rail accelerator equipped with a Gatling system. It shoots 3mm metal shards faster and more powerfully than a heavy machine gun, achieving greater penetration over the same effective range. Given its size, it is exclusively assembled for artillery units.

• **Knife**. This Close Combat weapon has a Damage of PH-2. The reduced size of its blade makes it the latest resort for a soldier.

Modern combat knives, although varied in their shape and design depending on their manufacturer, are multi-use weapons. Light and balanced for combat, they can also be integrated as a bayonet. They are sharp, resistant, and ideal for survival.

• **Mines**. These Circular Template Weapons have no range and are activated by proximity, by any enemy miniature penetrating the radius of the Template. Mines always load Special Ammunition and can be SH (Antipersonnel), or Monofilament Mines, depending on their purpose. Placing a Mine is a short Skill that allows placement of a Mines Marker (Mines) where the figure is. A Mine explosion cannot be Dodged.

Mines are always Camouflaged, so to detect them it is necessary to make a Discover Roll of WIP-3, applying Distance Modifiers. Once discovered, they may be shot or a Template weapon used to disable them. Mines have an ARM of 0. They can also be deactivated by figures possessing the Engineer Special Skill. Mines are weapons with only one use, and they must be removed from the battlefield after exploding. Each figure carrying Mines will have a total of 3.

ATTENTION: this weapon is forbidden by the Concilium Convention. Its use will be penalized by the international courts. Modern Mines are quasi-intelligent, possessing an IFF (Identification of Friend or Foe) device, so they will not explode if a member of the army who placed them is around, even if he is Unconscious. These weapons cannot be hacked, although they are affected by E/M Special Ammunition. Mines from Ariadna are immune to E/M Special Ammunition.

Monofilament Mines, when exploding, cover the area of detonation with a web of monofilaments that can only be removed using an E/M weapon or by a successful WIP roll by a troop with the Engineer Special Skill. Therefore, after detonation, the Mines Marker is not removed and the player must put a Circular Template to mark the area is full of monofilaments that effect to any figures entering the area and. Figures take damage at the beginning of each Order they spend while in the radius.

The Biomines excreted by the Pretas expulse neurotoxic spores and are not hackable: they only respect the members of their own race, the Hungries: Gakis and Pretas, exploding near any other being. They are considered to be Antipersonnel Mines with Shock Special Ammunition and ARM 0.

• **Missile Launcher (ML).** These weapon cannot be used in Close Combat. Missile Launchers have a twofold effect. They are designed to cause AP and Explosive damage to a target by penetrating armour and causing as much internal damage as possible, causing a great conflagration and turning it into a ball of fire.

A Missile Launcher has an area of effect defined by the Circular Template. It must place the centre of the Template over the target miniature. The target miniature receives AP+EXP damage. Other miniatures affected by the Circular Template will suffer only EXP damage.

Guided Missile Launchers are equipped with magazines full of intelligent target tracking projectiles guided by satellite transmitted data. Needle micromissiles have guided heads that possess a programmable selection of target acquisition levels, which can be disconnected to perform unhackable direct shots. The top rate of fire of these Guided Missile Launchers, given the magazine capacity and the firing system recalibration, is 5 per game Turn.

To summarize, Guided Missile-Launchers can shoot at any target marked by a Forward Observer, gaining the benefits of Guided Special Ammunition: no need for LoF or BS Roll, but they become vulnerable to hacking. They can also make normal shots, not Guided: in which case the missiles cannot be hacked. Guided Missile Launchers can only fire 5 times per game turn.



Modern Portable Missile Launchers shoot Needle projectiles, micromissiles of great offensive capacity but reduced size. Needle micromissiles allow the shooter to carry extra ammo without having to depend on a loader (Another figure carrying the ammunition). At the same time, their size also allows this reserve ammunition to be shared between other members of the army without a great weight increase over their basic equipment.

• **Nanopulser.** This is a Short range Weapon that shoots Nanotech Special Ammunition. The nanobots have fast consumption propellers, so their range of action is reduced, and they disperse in a wide jet. The Nanopulser has a Damage 13, uses a Small Teardrop Direct Template weapon and requires targets to make a BTS Roll or take 1 Wound.

ATTENTION: This weapon if forbidden by the Concilium Convention. Its use will be penalized by international courts. The Nanopulser can be implanted in the body of a host and can be shot without having to unfold the launcher muzzle, even though this could reduce its range radius. Given its role as an invisible silent weapon, it is exclusively considered a military weapon and is absolutely illegal in the entire Sphere.

• **Ojótnik.** Military version of an Ariadnian big game rifle. More powerful than a conventional assault rifle, it loads Armour Piercing (AP) Special Ammunition, although it has a low fire rate. It cannot be used in Close Combat.

Ojótniks are built with indigenous Ariadnian wood in the main body, very light and resistant, and the barrel has a Teseum bore. Their sight is the best available in Ariadna with the exception of sniper visors. Ojótniks are manufactured in a traditional way: parents give them to their heirs, and master marksmen give them to their best disciples. Scarce and highly appreciated, these rifles are a status symbol in Ariadna, an exclusive weapon for Scouts in the Spetsnaz Cossack Corps.

• **Panzerfaust.** This portable Rocket Launcher cannot be used in Close Combat. It will always use AP and EXP ammunition simultaneously. Note that it is a disposable weapon with only 2 uses.

The Panzerfaust is an ideal light antitank option for infantry as a result of its reduced weight and its tubular folding system: any soldier can be equipped with a Panzerfaust without having to do away with his basic equipment.

• **Pistol.** This weapon is used at Short Range and Close Combat. It cannot load Special Ammunition. In Close Combat it is used with the CC Attribute, not with BS, and allows only B (Burst) 1, even though it causes the same Damage.

The Pistol is a standard belt weapon, a short gun that can fire in bursts, the expected evolution of traditional pistols. Every soldier carries one and it is the weapon most commonly used in Close Combat.

• **Plasma Rifle.** This is an alien weapon that cannot be used in Close Combat. It is loaded with Plasma Special Ammunition. An explosion template must be placed at the point of impact: either a Circular Template or a Small Teardrop Template may be chosen.

The Plasma Rifle is the best example of the quality and range of the so-called VoodooTech, the higher technology of the Ur Rationalists. Human scientists study and analyze these weapons with the hope of being able to understand how they work and replicate them. Members of certain special elite troops can carry weapons captured from the enemy, so every now and then some human soldiers are seen with these weapons. Plasma Rifles are coveted booty for veteran soldiers because they can sell them at a high price to underground scientific rings or on the weapons black market.

• **Rifle.** This weapon cannot be used in Close Combat. It can also come in Light MULTI and Combi models. As a Light MULTI Rifle, it can be loaded with Special Ammunition, although only AP and Shock ammo.

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Rules

Normal modern, Combi, and MULTI Rifles are equipped with a standard connectable module that allows them to set up the interior mechanism and the ammunition of a light shotgun, a light flamethrower or a light grenade launcher as a whole piece, without changing the outside appearance of the weapon or its weight. Any pieces fitted will be connected with a trigger device that allows instinctive fire. The versatility that these modules allow is undeniable and this is the reason they are common in armies with good technology and budget.

• **Sepsitor.** The Sepsitor is a short range viral launcher system. It allows the most powerful computer minds to infiltrate systems and lower webs, taking sheer control of them. The most twisted use of a Sepsitor is the hacking, corruption and possession of human memory Cubes, which allows complete possession of their bearers.

The Sepsitor is a weapon with an 8 inch radius range (ZC) and Burst (B) 1. It does not need a LoF. Shooting a Sepsitor is a Short Attack Skill. In order to use the Sepsitor, a WIP Face to Face Roll is made against the target, which must be a figure with a Cube. A successful Sepsitor roll allows the target figure to be added to the ranks of the army of the figure possessing this Special Skill, but without his Order contributing to the Orders Reserve. The former possessor of the target figure considers it as Dead in respect to the Orders Reserve and army points count. Due to the technological abyss that separates Humanity from EI, the Sepsitor is not susceptible to being hacked.

In order to identify a troop as sepsitorized, a Discover Roll with a -3 Modifier must be made. A sepsitorized figure cannot be shot at if it has not been previously Discovered. Once Discovered it may be acted against normally for the rest of the battle. A Camouflage Marker is placed beside the sepsitorized figure until he is discovered as such. If the figure performs any other action besides Moving, he is automatically discovered. Sepsitor does not affect figures without a Cube or those with Remote Presence.

• **Shotgun** (Light Shotgun/ Boarding Shotgun/ Heavy Shotgun). This weapon is used mainly at short range. It uses a Small Teardrop Template, but without Dispersion. It cannot be used in Close Combat. Heavy, Light and Boarding Shotguns place the Small Teardrop Template at the point of impact of the shot, affecting an additional area. The Template will only be placed when the BS Roll is successful and always following the LoF. (See Graphic 24).

When a miniature shoots two Light Shotguns at the same time, it is considered that he is firing two short shots at point-blank range. This is a special and optional use that allows placement of the Small Teardrop Template twice per Order. It is placed directly from the center of his base with no need to roll for BS and the rules for Direct Template Weapons are applied. The Templates can be placed in different directions.

Boarding and Heavy Shotguns allow the firing of Normal Ammunition with a Template, or Armour Piercing (AP) Special Ammunition as a standard shot with B value of 2 and without Template. All the shots in a burst must be of the same type of ammunition. The Boarding and Heavy Shotguns allow the firer to choose the type of ammunition shot in ARO.

ATTENTION: This weapon is forbidden by the Concilium Convention. Its use will be penalized by the international courts. Shotguns are loaded with flechette ammo, a wide calibre cartridge full of little pointed and aerodynamic bullets, with sharpened fins. The special design of flechettes makes them spin as they go through space and when penetrating their target's body, causing severe internal damage and provoking strong hydrostatic shock. Shotguns are equipped with a laser target selector that transmits data to the cartridge situated in the chamber. The cartridge has a simple proximity detector that detonates it when approaching the target, projecting a cloud of flechettes that saturates the surrounding area. Shotguns, due to their heavy cartridges, only have automatic firing in short bursts. The Boarding Shotgun, a more powerful weapon with a higher range, has been designed for assault and close combat. Heavy Shotguns are weapons of huge size and caliber which are usually mounted on vehicles for support operations.



• **Sniper Rifle.** This weapon cannot be used in Close Combat. It can be fired in Light MULTI mode, allowing loading of AP and Shock Special Ammunition. The Sniper Rifle is a precision weapon with a range that allows its user to control the whole battlefield.

A Sniper equipped with one of these weapons, loaded with Normal or MULTI Ammunition, can effectively paralyze a whole enemy army.

EQUIPMENT

• **AutoMediKit.** This is a nano-medical device that some troops have integrated to their personal tactical equipment. It injects nano-repairers automatically in their systems allowing them to recover from the Unconscious state. It requires the spending of 1 Complete Order and the passing of a PH roll. If the roll is successful, the figure recovers from 1 Wound automatically, leaving the Unconscious state and adding his Order to his army's Orders Reserve as usual in the next active turn. If the figure fails his roll, he will automatically pass to the Dead state and will have to be removed from the battlefield. With an AutoMediKit, miniatures can recover from the Unconscious state as many times as necessary, provided that they pass their PH roll each time.

The AutoMediKit is a sophisticated device, a product of the highest technology, but it can be affected by E/M weapons. If it suffers from E/M damage an AutoMediKit will be Disabled.

• **Braces.** Some vehicles and T.A.G.s can carry troops on their bodywork. Each figure can cling to a single brace. The number of braces, indicated between brackets, marks the number of figures that the vehicle or T.A.G can transport.

In order to get on or off a brace, a figure must use the Short Skills Mount/Dismount. Troops gripping braces cannot perform any other action save Dismount or Dodge. When Dodging, it is always assumed that the figure jumps off the vehicle. Troops cannot be deployed already gripped to braces.

Miniatures must be positioned next to the brace positions on the vehicle model when clinging to braces, in Order to determine LoF and cover situations.

If a vehicle or T.A.G. with figures gripped to braces is shot at, it must be indicated whether the T.A.G. or the troops clinging to it are being targeted. Template weapons fired against the vehicle or T.A.G. will also affect the passengers.

• **Control Device.** The Antipodes Control Device allows controlling an Ariadna Assault Pack. It can be affected by E/M weapons.

• **Deployable Repeater.** This portable instrument is used to amplify the range of hackers and is specially designed to be placed in a fixed point, covering a specific area. Placing and activating a Deployable Repeater is a Short Skill, and it must be marked by a



Deployable Repeater Marker (REPEATER). Unlike Mines, it cannot be Camouflaged. Deployable Repeaters have an effective range radius of 8 inches. Each figure with Deployable Repeater carries a total of 3.

• **ECM.** Electronic Countermeasures. This term encompasses all devices that vehicles and T.A.G.s use to avoid and neutralize incoming enemy missiles.

Standard ECM includes a system of fire detection, localization and proximity radars as well as small battery of micromissiles loaded with nanotechnological chaff. This equipment tampers with the systems of enemy missiles, forcing them to deviate from their target and to explode out of range. ECM from Ariadna are similar to modern ones, although comparatively bigger. Instead of nanotech micromissiles, their ECM systems are equipped with a battery of rockets that create a wall of explosions that detonate enemy missiles.

ECM has a standard level of 5, requiring a Normal Roll of 5 or less for each incoming missile to deflect and detonate the missile without causing any damage. ECM functions automatically and does not require spending of any Orders or having LoF and can be used in ARO. ECM allows reacting in ARO against enemy missiles.

• **Hacking Device.** This allows computer attacks to be performed against other systems and devices and also to defend against a cyberattack. See Hacker combat rules for details.

The Hacking Device Plus has an additional advanced system of Localization-Identification-Liaison that works as a Forward Observer, but only within the Hacker's Zone of Control (8 inches); LoF with the enemy is not required. In order to mark a target with the Hacker Device Plus Forward Observer function, it is necessary to spend an Order and pass a WIP Roll. The target can react by Dodging the marking of the Forward Observer Hacking Device Plus, provided he has a LoF, or he can allow an ally Hacker to interfere with the signal (Which will give rise to a WIP Face to Face Roll).

Hacking Devices are personal combat quantum superprocessors. They are loaded with infowar software, defensive programs and offensive virus. Linked with remote overwatch and sensor devices flying over the battlefield, they allow tracking the data web to search for possible threats and chances to attack. The Hacking Device is connected to its bearer's comlog and to a Kalyptra system, a pair of Magnified Reality glasses that screen data directly over the Hacker's retinas, overlapping them to real images, which is known in their slang as Data Escape. The Kalyptra system also generates a tenuous electric field over the owner's body, sensing and translating his movements in response to the keyboards and screens projected in front of him.

• **MediKit.** This is a wound recovery medical device carried by all Paramedics. It is used to heal Unconscious miniatures. Using the MediKit is a Short Skill that requires a PH Roll with a -3 Modifier by the patient. If he fails his roll, he will immediately pass to the Dead state and will be removed from the game table. If he passes the roll, the patient recovers 1 Wound, automatically leaving the Unconscious state and contributing his Order again to the Orders Reserve of his army in the next active turn. With a MediKit, miniatures can be healed from the Unconscious state as many times as necessary, provided they pass their PH-3 Rolls. Human MediKits do not work on Aliens (Assault Packs, Dog-Warriors, etc.) and vice versa.



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The MediKit is the most frequent medical system of nano-injection on battlefields. There are several syringe models; the most modern being a device with the form of a gun, using a chamber with a magnetic coil. After introducing the nanotreatment cartridge and pulling the electric trigger, the magnetic field accelerator injects at high speed the medical nanobots suspended in the cartridge serum. Other versions of the MediKit are the hypo-spray, with a lower speed performance, or the archaic pneumatic pistols.

- **Motorcycle.** An individual light vehicle characterized by its great speed and manoeuvrability. Modern army motorcycles are hybrid off-road multipurpose vehicles and adapt themselves to any environment or situation. In order to reflect this in the game, Motorcycles can use the Dodge Skill with a -6 MOD. Normally, army Motorcycles have an integrated Light Grenade Launcher with Smoke Special Ammunition. Motorcycles are not susceptible to being hacked, although they are affected by E/M Special Ammunition. Motorcycles cannot Overrun.

Dirayat Ind. Motorcycles are characterized by their compact stout structure and engine installed over a monocycle system, stabilized with gyroscopes, and equipped with an intelligent suspension device that adapts perfectly to the movements of the pilot's body. The Dirayat Armale (Widow) Military model is the one used by Kum Motorized Troops, although all their units are customized with slight personal modifications made by their pilots.

- **Multispectral Visor.** This device increases the visual capacity of the miniature to track diverse wavelengths. It has a special ability to detect hidden figures. This Special Equipment device has three levels:

- **Level 1:** This allows the performance of Discovery or Shoot rolls without having to apply the Modifiers for CH: Mimetism and CH: Camouflage.

- **Level 2:** This allows the performance of Discovery or Shoot rolls without having to apply any Modifier for any level of the Camouflage and Hiding (CH) Special Skill, or for Optical Disruption Devices (ODD). It also allows sight within Low Visibility and Zero Visibility Zones, allowing shooting and reacting in ARO through them.

If a figure is within or on the other side of a Low Visibility or a Zero Visibility Zone and receives a shot thanks to a Multispectral Visor L2, it will not have a right to ARO.

- **Level 3:** This works exactly the same as the previous levels but will also allow firing at a Camouflaged figure or a figure with TO Camouflage without having to pass any Discover roll previously. The action of shooting at the figure does not reveal it to the rest of the army.

- **Optical Disruption Device (ODD).** This is a device used to disrupt photons, impairing a clear visualization of the figure bearing it and merging it with its surroundings. ODD equipment functions automatically, and does not require the spending of any Order. ODD Modifiers are not applied in CC. There are two types of devices, small personal models and Disruptor Fields, which are bigger and have a higher range.

1. **Level 1-Optical Disruptor:** This Special Skill produces a personal field of photonic perturbation, frustrating any attempt to aim at its bearer. It allows the possessor, without spending any Order or making any roll, to deploy with an activated OD. During the battle, any figure trying to aim at the possessor of an OD will suffer a -6 to his BS Attribute rolls

2. **Level 2-Optical Disruptor Field:** More powerful than the previous level and with a higher range, it creates an Optical Disruptor Field around the miniature the diameter of a Circular Template.



Deployment of ODF. This allows deployment with an activated Optical Disruptor Field, without having to spend any Order or make any roll. This functions only in the deployment phase.

Defensive ODF. During the battle, any figure aiming at the bearer of an activated ODF will suffer a -6 to his BS Attribute roll. Defensive ODFs do not require any Order or need any roll. Any miniature placed within an ODF area receives a -6 Modifier to be shot at that is lost after leaving the field.

ODF in combat. Figures can act normally inside the ODF without losing the -6 effect when shot at. The Modifier from an ODF is cumulative with those from Camouflage and Hiding (CH). If a figure is in CC within an ODF, the -6 Modifier is not applied to CC Attribute rolls.

• **Powered Armour and Traditional Armour.** Heavy powered armour is an important addition to the level of protection of a soldier, as well as a boost to their strength, stamina and fire control ability. On one hand, their automech systems, able to prevent certain levels of interior trauma, leaves the soldier untouched by Shock Ammunition: on the other, powered armour is susceptible to being hacked and suffers Damage from E/M Special Ammunition.

A heavy powered armour taken with the Booty Special Skill only gives its ARM value but not its BTS or PH ones, and it is not affected by E/M Special Ammunition.

Traditional heavy armour, typical of Ariadna, is not powered and only allows a higher protection level to their possessor. Use of Teseum in these armours helps provide a good Protection/Weight/Comfort ratio. Traditional armour cannot be hacked and is not affected by E/M Special Ammunition.



• **Remote Presence, Manned and Archaic T.A.G.s.** T.A.G.s are closed armoured vehicles, so damage will always affect the vehicle much more than any of its pilots. For this reason, instead of Wounds they have Structure values.

Manned T.A.G.s cannot be repaired once they pass from Unconscious to Dead, (Taking the fourth point of Structure damage), while Remote Presence T.A.G.s can be repaired and recovered from the Dead state. An additional Wound Marker should be placed to indicate the Dead state of the T.A.G. If a Remote Presence T.A.G. suffers two points of Structure more than indicated by its STR Attribute it is considered destroyed and must be removed from the battlefield.

Remote Presence T.A.G.s possess the Valor: Courage Special Skill, as their pilots, being physically distant from the battle, do not fear enemy fire. T.A.G.s without the G: Remote Presence Special Skill are considered to be manned.

T.A.G.s allow the enrolment of Remotes in the army as Hackers do. They possess a line of communication with the Remotes, actualizing their performance protocols to prevent the enemy decoding their movement, combat or remote activity programs.

Archaic T.A.G.s are not susceptible to be hacked as they are so old that they do not possess the advanced cybernetic systems required to allow an effective computerized interference.

In Close Combat, T.A.G.s do not require Close Combat weapons since they can use their fists, causing Damage of PH-2.

T.A.G.s cannot be picked as Booty by the figures that possess that Special Skill.

• **X Visor.** Technological and evolutionary advances have given this miniature a vision with a zoom effect. Modifiers for Long distance are reduced to 0 and those of Maximum distance drop to -3.

• **360° Visor.** The miniature possesses a natural or artificial capacity of seeing his surroundings in 360°. A 360° Visor functions automatically and does not require the spending of an Order to be activated. It allows a LoF of 360°, so the figure has no blind points and cannot be surprised from behind.



>> 010

179

Rules

VEHICLES

• **Dropships:** Orbital transport vehicles with capacity for Airborne Deployment: Level 3, Combat Jump. When a Dropship descends it is considered to be performing a Combat Jump, using the rules as described above for Dispersion. Dropships cannot be destroyed while descending, and figures cannot shoot at Dropships while descending. If the PH roll to land is failed, a Dropship will disperse normally but being equipped with sensors will not fall outside the battlefield (Around the table borders), or on buildings or over other figures. They will instead seek the most propitious location close to the final Dispersion point. Nevertheless the Dropship must make an ARM roll (the Damage is the Dropship's PH value) as a consequence of the sudden landing if it suffers Dispersion. A failed ARM roll will result in the loss of 1 Structure point. Dropships cannot descend to the interior of a Smoke Template, Low or Zero Visibility Zones or over those Terrain categories that do not allow it. After landing, Dropships will automatically open their hatches.

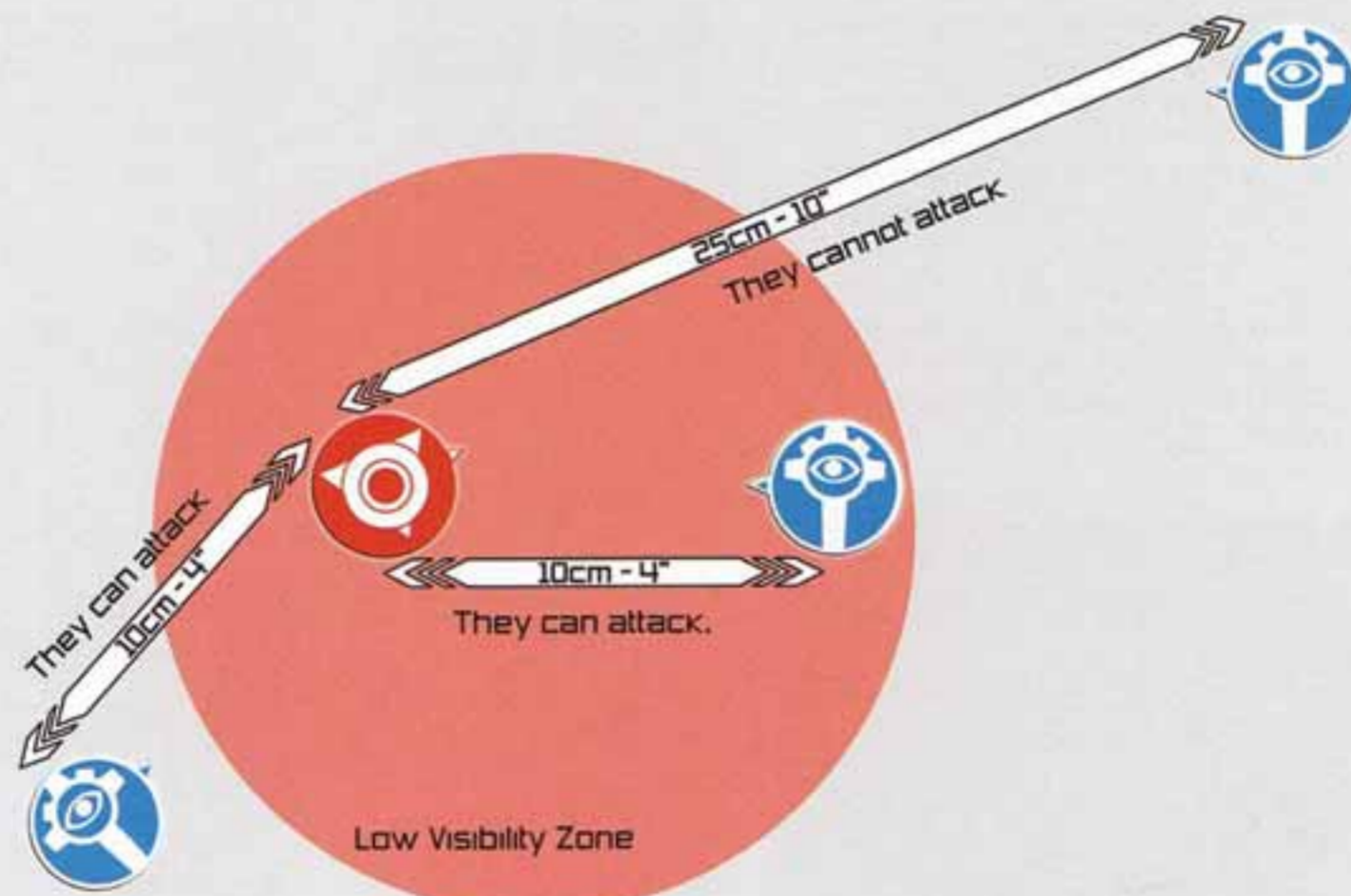
Dropships, as with other figures with AD: Combat Jump, are susceptible to being hacked. When a Dropship loses all its STR points it will be destroyed, remaining inert on the battlefield and turning into another scenery element. If a Dropship loses one more point of Structure (STR) than it has, it will suffer an internal explosion, which will provoke the automatic death of all the figures inside it.

Troops placed in the interior of a grounded Dropship can react to any attack against them getting out when the attacker's Burst is finished. If such a case arises, figures will normally remain close to the Dropship.

Dropships are not included in a normal army, instead they are present in certain special missions or at the agreement of both players. Usually, in scenarios with a Dropship option, the spending of 1 Order allows 1 Dropship to descend, though this parameter can vary according to the scenario. In order to take off, each Dropship will have to spend 1 Order. Once the Dropship has taken off, figures will not be able to shoot at it. If there was any figure clinging to its hull during take off, he will fall off and die due to the impact.

Dropships have 4 cargo spaces. Light, Medium, and Heavy Infantry each use one space. Figures with a Motorcycle and Remotes need two spaces. T.A.G.s require three spaces.

	PH	BTS	ARM	ST
Dropship	15	9	8	3



ActiveFILE

Graphic 25: Low Visibility Zone

INFINITY

ActiveFILE

010 >>

180

Rules

TERRAIN TYPES

Different types of terrain on the battlefield are delimited by zones that are marked with a different ground colour or by building pertinent scenery. These zones must be assigned three defining characteristics: Type of Terrain, MOV Difficulty and Visibility Conditions.

MOV Difficulties. Special Terrain, independent of their characteristics (Jungle, thick forest, desert, ice, mountain, tundra, swamp, etc.) is defined by one of three categories:

- **Difficult Terrain:** Restrictions are applied to MOV of MI, HI, T.A.G.s, REM, Motorcycles and vehicles. These are only able to move half of their MOV values.

- **Very Difficult Terrain:** T.A.G.s, REM, Motorcycles, or vehicles will not be able to penetrate this terrain, which will make impossible any Mechanized Deployment. All the other troop types, save Skirmishers, will have their two MOV values restricted to half.

- **Impassable Terrain:** T.A.G.s, REM, Motorcycles, vehicles, or MI and HI are not allowed to enter here, which will make impossible any Deployment by Combat Jump and Mechanized Deployment. All other troop types, including Skirmishers, will have their MOV restricted by half.

Troops trained in specific terrain will suffer fewer Modifiers in those environments. They will act as if in a lower category of terrain: if it is Impassable terrain they will act as if in Very Difficult, or if it is Difficult, they will act as if in Normal terrain. It is considered that all Skirmishers receive more intense special training which enables them to move without any difficulty in any type of terrain, with the exception of Impassable terrain. Some Medium Infantry and other expert troops are specialized in specific terrain while others receive instruction courses prior to the missions they undertake, allowing them the Multiterrain Special Skill, so they can choose one type of Special Terrain in which they have been trained before a battle.

Visibility Conditions. Some terrain such as thick bushy forest, very rocky zones, or sand or snow storms, present many problems to vision and shooting besides hampering movement. To reflect this, some special conditions are applied to the game. These Zones are divided in two categories:

- **Low Visibility Zone:** Any miniatures within this type of terrain will have a Modifier of -3 to BS to shoot and to be shot at. Thus, miniatures already possessing the Camouflage and TO Camouflage Special Skills, or Optical Disruptor Device, will have their Modifier increased when discovered and shot at by an additional -3. A Camouflaged figure in a Low Visibility Zone will have therefore have a Modifier to hit of -6 instead of the usual -3, while a TO Camouflaged figure will have a Modifier of -9 instead of the usual -6. In addition, figures within these zones will have a Line of Fire (LoF) of 8 inches and figures outside have a LoF that extends 8 inches in. Only if the distance between two figures (or at least one) within this Zone is equal or less than 8 inches they will be able to attack each other. AD: Combat Jump will not be possible into these areas. (See Graphic 25)

- **Zero Visibility Zone:** This Visibility Zone category, given its particularly difficult characteristics, will only allow Close Combat. Zero Visibility Zones demand that the miniatures bases be in contact in order to engage in combat. AD: Combat Jump will be impossible in these Zones.

Possessing the Terrain or Multiterrain Special Skill does not eliminate the Visibility Modifiers of any given Zone.

General Types of Special Terrains

Aquatic Terrain: This is an environment where water is the dominant medium. Submarine scenarios, seas, lakes, rivers, marshes, mangrove swamps (jungles covered by water), etc.

Desert Terrain: A terrain where heat and sand prevail. Game Zones with Desert Terrain could be dune deserts, stony areas, desolate savannas, etc.

Mountain Terrain: This encompasses zones at great height over the sea level, with rocky formations and little vegetation, and those territories typical of arctic and sub arctic regions. Mountain Terrains are the high, medium and low peaks, defiles, fjords, rocky slopes, ice and snow plains, tundra, etc.

Jungle Terrain: These characterize very solid woods. Rain forests, jungles, thick forests, groves, etc.

Zero-G Terrain: This is where gravity force is very weak or non-existent, requiring a different sense of direction and movement. Zero-G Terrain includes zones with atmosphere and pressure and also exterior vacuum. Possible Zero-G scenarios would be freight zones of great spacecrafts, the exterior rings of space or orbital bases, the corridors of spaceships or bases with disabled artificial gravity, etc.

Specific examples of terrain:

Example	Type of Terrain	MOV Difficulty of the Terrain	Visibility Conditions
Beach	Aquatic	Difficult	---
Sea	Aquatic	Impassable	---
Swamp	Aquatic	Very Difficult	---
Stony Area	Desert	Difficult	---
Dunes Desert	Desert	Very Difficult	---
Low Mountain or Hills	Mountain	Difficult	---
Arctic Plains	Mountain	Difficult	---
Middle Mountain	Mountain	Very Difficult	---
High Mountain	Mountain	Impassable	Low Visibility
Wood	Jungle	Difficult	Low Visibility
Jungle	Jungle	Very Difficult	Low Visibility
Thick Jungle	Jungle	Impassable	Zero Visibility
Zero-G	Zero-G	Impassable	---
Storm	Aquatic/ Desert/ Mountain/ Jungle	---	Adds a level to Visibility Conditions

VICTORY CONDITIONS

A battle is fought at as many points of army as previously decided. For instance, between 150 and 300 army points, battles at 150 points are going to be more or less short and battles over 300 points are going to be longer. Army points are important to calculate the Availability of Support Weapons and the percentage of figures required to cause Retreat!

The battle will be over when one of the two armies disbands (After losing more than 60% of their army points) and runs away. It can also finish when the targets of a mission are achieved or when one of the armies has been completely wiped out.

The Victory Points obtained by both sides can also be compared to see who the winner is. Victory Points are the points that your army has eliminated of your opponent's force. The army that obtains more Victory Points, or the one who achieves the biggest number of computable casualties at the end of the battle, will be the winner. Or to look at it another way, the winner is the one who has the greater percentage of living troops.

PRACTICAL ADVICE

MARKERS: You can glue round Markers to a miniature base to facilitate their use.

GAME TABLE: Due to weapon ranges, battles can be more interesting if the Deployment Zones of both players are on the short sides of the table (Playing lengthways, not across).

ORDERS. A 10 sided die can be used to count the orders left for each Combat Group in an army.

>> 010

INFINITY DATA
181

Rules

Firewall Off-Line CAUTION

WEAPONS

WEAPON	RANGE				Damage	B	Ammunition	Template	E/M Vulnerability	CC
	Short	Medium	Long	Maximum						
AP Close Combat Weapon (AP CCW)	--	--	--	--	PH	--	AP	No	No	Yes
Close Combat Weapon (CCW)	--	--	--	--	PH	--	N	No	No	Yes
Electric Pulse	--	--	--	--	IMM	--	--	No	Yes	Yes
E/M Close Combat Weapon (E/M CCW)	--	--	--	--	PH	--	N+E/M (12)	No	No	Yes
Explosive Close Combat Weapon (EXP CCW)	--	--	--	--	PH	--	EXP	No	No	Yes
Knife	--	--	--	--	PH-2	--	N	No	No	Yes
Monofilament Close Combat Weapon (MF CCW)	--	--	--	--	12	--	Monofilament	No	Yes	Yes
Shock Close Combat Weapon (SH CCW)	--	--	--	--	PH	--	Shock	No	No	Yes
Adhesive Launcher (ADHL)	0-4/0	4-16/+3	16-24/-3	24-48/-6	IMM	1	Adhesive	No	No	No
Antipersonnel Mines	--	--	--	--	13	--	Shock	Circular	Yes(Ariadna No)	No
AP Heavy Machine Gun (AP HMG)	0-8/0	8-32/+3	32-48/-3	48-96/-6	15	4	AP	No	No	No
AP Rifle	0-8/0	8-16/+3	16-24/-3	24-48/-6	13	3	AP	No	No	No
AP Sniper Rifle (AP Sniper)	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	2	AP	No	No	No
Autocannon	0-8/0	8-32/+3	32-48/-3	48-96/-6	15	2	AP+EXP	No	No	No
Boarding Shotgun	0-8/+3	8-16/0	16-24/-3	--	14	2	N/AP	Small Teardrop	No	No
Chain Rifle	--	--	--	--	13	1	N	Large Teardrop	No	No
Combi Rifle	0-8/+3	8-16/+3	16-24/-3	24-48/-6	13	3	N	No	Yes	No
D-Charges	--	--	--	--	14	--	AP+EXP	No	Yes	Yes
E/M Light Grenade Launcher (E/M Light GL)	0-4/0	4-16/+3	16-24/-3	24-48/-6	--	--	E/M (13)	Circular	No	No
E/Marat	--	--	--	--	--	1	E/M (13)	Circular	Yes	Yes
E/Mauler	--	--	--	--	--	1	E/M (13)	Circular	Yes	No
Forward Observer	0-8/+3	8-32/0	32-48/-3	48-96/-6	--	--	--	No	Yes	No
Grenade	0-4/+3	4-8/0	8-12/-3	--	13	1	N	Circular	No	No
Guided Missile Launcher (Guided ML)	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	1	AP+EXP	Circular	Yes	No
Heavy Flamethrower (Heavy FT)	--	--	--	--	14	1	FIRE	Large Teardrop	No	No
Heavy Grenade Launcher (Heavy GL)	0-8/0	8-32/+3	32-48/-3	48-96/-6	13	1	N	Circular	No	No
Heavy Machine Gun (HMG)	0-8/0	8-32/+3	32-48/-3	48-96/-6	15	4	N	No	No	No
Heavy Shotgun	0-8/+3	8-16/0	16-24/-3	--	15	2	N/AP	Small Teardrop	No	No
Hyper-rapid Magnetic Cannon (HMC)	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	5	AP	No	Yes	No
Light Grenade Launcher (Light GL)	0-4/0	4-16/+3	16-24/-3	24-48/-6	13	1	N	Circular	No	No
Light Flamethrower (Light FT)	--	--	--	--	13	1	FIRE	Small Teardrop	No	No
Light Shotgun	0-8/+3	8-16/0	16-24/-3	--	13	2	N	Small Teardrop	No	No
Missile Launcher (ML)	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	1	AP+EXP	Circular	No	No
Monofilament Mines (MF Mines)	--	--	--	--	12	--	Monofilament	Circular	Yes	No
MULTI Heavy Machine Gun (MULTI HMG)	0-8/0	8-32/+3	32-48/-3	48-96/-6	15	4//2//1	N/AP/EXP	No	Yes	No
MULTI Rifle	0-8/+3	8-16/+3	16-24/-3	24-48/-6	13	3//2	N/AP/Shock	No	Yes	No
MULTI Sniper Rifle	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	2	N/AP/Shock	No	Yes	No
Nanopulser	--	--	--	--	13	1	Nanotech	Small Teardrop	Yes	No
Ojótnik	0-8/0	8-16/+3	16-24/-3	24-48/-6	14	2	AP	No	No	No
Panzerfaust	0-8/0	8-32/+3	32-48/-3	48-96/-6	14	1 (2 Uses)	AP+EXP	No	No	No
Pistol	0-4/+3	4-8/0	8-12/-3	12-24/-6	11	2	N	No	No	Yes
Plasma Rifle	0-8/+3	8-16/+3	16-24/-3	24-48/-6	14	3	PLASMA	Circular/Small Teardrop	Yes	No
Rifle	0-8/0	8-16/+3	16-24/-3	24-48/-6	13	3	N	No	No	No
Smoke Light Grenade Launcher (Smoke Light GL)	0-4/0	4-16/+3	16-24/-3	24-48/-6	--	1	SMOKE	Circular	No	No
Smoke Grenade	0-4/+3	4-8/0	8-12/-3	--	--	1	SMOKE	Circular	No	No
Sniper Rifle	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	2	N	No	No	No

TY Main GATE Open»

PanOceania Army List



LI

FUSILIERS

ISC: Fusiliers

LINE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	12	10	12	1	0	1	Total
Regular	Not Impetuous		Cube					

NAME	BS WEAPONS	CC WEAPONS	SWC	C
FUSILIER	Combi Rifle	Pistol, Knife	0	10
FUSILIER	HMG	Pistol, Knife	1	19
FUSILIER	Combi Rifle + Light GL	Pistol, Knife	1	15
FUSILIER	Missile Launcher	Pistol, Knife	1	26
FUSILIER	MULTI Sniper Rifle	Pistol, Knife	1	24
FUSILIER Hacker (Hacking Device)	Combi Rifle	Pistol, Knife	1	22
FUSILIER (Forward Observer and Deployable Repeater)	Combi Rifle	Pistol, Knife	1	14
FUSILIER Paramedic (MediKit)	Combi Rifle	Pistol, Knife	0.5	14
FUSILIER Lieutenant	Combi Rifle	Pistol, Knife	0	10



LI

KAMAU, Amphibious Intervention Teams

ISC: Kamau

LINE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	13	10	13	1	-6	1	3
Regular	Not Impetuous		Cube					
Aquatic Terrain								

NAME	BS WEAPONS	CC WEAPONS	SWC	C
KAMAU	Combi Rifle	Pistol, Knife	0	16
KAMAU	HMG	Pistol, Knife	1	25
KAMAU Hacker (Hacking Device)	Combi Rifle	Pistol, Knife	1	28
KAMAU Paramedic (MediKit)	Combi Rifle	Pistol, Knife	1	20
KAMAU Lieutenant	Combi Rifle	Pistol, Knife	1	16
KAMAU (X Visor)	Combi Rifle + Light GL	Pistol, Knife	1	23
KAMAU (X Visor)	MULTI Sniper Rifle	Pistol, Knife	1	32



MI

BAGH-MARI Unit

ISC: Bagh-Mari

ELITE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-2	14	12	11	13	2	0	1	2
Regular	Not Impetuous		Cube					
CH: Mimetism	Multiterrain (Aquatic, Desert or Jungle)		Multispectral Visor L1					

NAME	BS WEAPONS	CC WEAPONS	SWC	C
BAGH-MARI	Combi Rifle+ Light Shotgun	Pistol, Knife	0	22
BAGH-MARI	HMG	Pistol, Knife	1.5	27
BAGH-MARI Hacker (Hacking Device)	Combi Rifle+ Light Shotgun	Pistol, Knife	1.5	34
BAGH-MARI Paramedic (MediKit)	Combi Rifle+ Light Shotgun	Pistol, Knife	0.5	26
BAGH-MARI Lieutenant	Combi Rifle+ Light Shotgun	Pistol, Knife	1	22



MI

AKALIS, Sikh Commandos

ISC: Akalis

ELITE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--2	14	13	11	13	2	0	1	3

Regular Not Impetuous Cube

AD: Combat Jump Religious Troop

NAME	BS WEAPONS	CC WEAPONS	SWC	C
AKAL COMMANDO	Combi Rifle	Pistol, CCW	0	23
AKAL COMMANDO	HMG	Pistol, CCW	1.5	32
AKAL COMMANDO	Boarding Shotgun	Pistol, CCW	0	23
AKAL COMMANDO	MULTI Sniper Rifle	Pistol, CCW	1.5	37
AKAL COMMANDO Hacker (Hacking Device)	Combi Rifle	Pistol, CCW	1.5	35
AKAL COMMANDO Lieutenant	Combi Rifle	Pistol, CCW	1	23



MI

NISSES from Svalarheima

ISC: Nisses

ELITE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--2	14	13	12	13	3	0	1	2

Regular Not Impetuous Cube

CH: Mimetism Multiterrain (Aquatic, Mountain, Zero-G) Multispectral Visor L2

NAME	BS WEAPONS	CC WEAPONS	SWC	C
NISSE	Combi Rifle+ Light Shotgun	Pistol, Knife	0	31
NISSE	HMG	Pistol, Knife	1.5	36
NISSE	MULTI Sniper Rifle	Pistol, Knife	1.5	41
NISSE Hacker (Hacking Device)	Combi Rifle+ Light Shotgun	Pistol, Knife	1.5	43
NISSE Paramedic (MediKit)	Combi Rifle+ Light Shotgun	Pistol, Knife	1	35
NISSE Lieutenant	Combi Rifle+ Light Shotgun	Pistol, Knife	1	31



HI

ORC TROOPS

ISC: Orc Troops

VETERAN TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--2	15	14	14	12	4	-3	2	3

Regular Not Impetuous Cube

NAME	BS WEAPONS	CC WEAPONS	SWC	C
ORC	MULTI Rifle	Pistol, Knife	0	40
ORC	HMG	Pistol, Knife	2	41
ORC	Boarding Shotgun	Pistol, Knife	0	32
ORC Lieutenant	MULTI Rifle	Pistol, Knife	0	40



HI

Sacred Order of KNIGHTS HOSPITALLER of Saint John of Skovorodino

ISC: Knights Hospitaller

ELITE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--2	16	14	14	13	4	-6	2	1

Regular Frenzy Cube

Martial Arts L2 Sixth Sense L1 Religious Troop

NAME	BS WEAPONS	CC WEAPONS	SWC	C
KNIGHT HOSPITALLER	MULTI Rifle	Pistol and AP CCW	0	48
KNIGHT HOSPITALLER	MULTI Rifle	Pistol and EXP CCW	0	50
KNIGHT HOSPITALLER	HMG	Pistol and AP CCW	2	49
KNIGHT HOSPITALLER Doctor	MULTI Rifle	Pistol and AP CCW	1	52
KNIGHT HOSPITALLER Lieutenant	MULTI Rifle	Pistol and AP CCW	0	48



HI


AQUILA GUARD

ISC: Aquila Guard

HEADQUARTER TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	
4-2	15	15	14	13	4	-6	2	1	
Regular		Not Impetuous		Cube					
Multispectral Visor L3									

NAME	BS WEAPONS	CC WEAPONS	SWC	C
AQUILA	MULTI Rifle	Pistol and Shock CCW	0	59
AQUILA	HMG	Pistol and Shock CCW	2	60
AQUILA	MULTI Rifle+ E/M Light Grenade Launcher	Pistol and Shock CCW	2	66
AQUILA Lieutenant	MULTI Rifle	Pistol and Shock CCW	0	59



HI


SWISS GUARD

ISC: Swiss Guard

HEADQUARTER TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	
4-2	15	15	14	13	5	-6	2	1	
Regular		Not Impetuous		Cube					
CH: TO Camouflage									

NAME	BS WEAPONS	CC WEAPONS	SWC	C
SWISS GUARD	MULTI Rifle +Light Shotgun	Pistol and AP CCW	0	70
SWISS GUARD	HMG	Pistol and AP CCW	2	67
SWISS GUARD	Missile Launcher	Pistol and AP CCW	2	74
SWISS GUARD Hacker (Hacking Device)	MULTI Rifle +Light Shotgun	Pistol and AP CCW	2	82
SWISS GUARD Lieutenant	MULTI Rifle +Light Shotgun	Pistol and AP CCW	1	70



T.A.G.


ARMOURED CAVALRY

ISC: Armoured Cavalry

MECHANIZED TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA	
6-4	18	15	17	12	8	-6	3	1	
Regular		Not Impetuous		G: Remote Presence					
ECM									

NAME	BS WEAPONS	CC WEAPONS	SWC	C
SQUALO (Armoured Cav.)	MULTI HMG, Heavy Grenade Launcher		1	101
SQUALO (Armoured Cav.)	MULTI HMG, Heavy Flamethrower		1	93
SQUALO (Armoured Cav.) Lieutenant	MULTI HMG, Heavy Grenade Launcher		1	101



T.A.G.


DRAGOES, Acontecimento Dragons

ISC: Dragoes

MECHANIZED TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA	
6-4	18	15	17	12	8	-6	3	1	
Regular		Not Impetuous		G: Remote Presence					
ECM									

NAME	BS WEAPONS	CC WEAPONS	SWC	C
DRAGÃO	Hyper-rapid Magnetic Cannon, Heavy Flamethrower		1	94



T.A.G.

CUTTERS, Varuna Naval Chasseurs

ISC: Cutter

MECHANIZED TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6-4	18	15	17	12	8	-6	3	1

Regular Not Impetuous G: Remote Presence

CH: TO Camouflage ECM Aquatic Terrain

NAME	BS WEAPONS	CC WEAPONS	SWC	C
CUTTER	MULTI HMG, Heavy Flamethrower		1	117
CUTTER Lieutenant	MULTI HMG, Heavy Flamethrower		2	117



T.A.G.

JOTUMS, Svalarheima Mechanized Cuirassiers

ISC: Jotum

ELITE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6-4	18	15	17	13	10	-9	3	2

Regular Not Impetuous G: Remote Presence

ECM Mountain Terrain

NAME	BS WEAPONS	CC WEAPONS	SWC	C
JOTUM	MULTI HMG, Heavy Grenade Launcher		1	110
JOTUM Lieutenant	MULTI HMG, Heavy Grenade Launcher		1	110



SK

CROC MEN

ISC: Croc Men

SPECIALLY TRAINED TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	12	12	13	1	0	1	2

Regular Not Impetuous Cube

CH: TO Camouflage Infiltration X Visor

NAME	BS WEAPONS	CC WEAPONS	SWC	C
CROC MAN	Combi Rifle+ Light Shotgun and Antipersonnel Mines	Pistol, Knife	0	33
CROC MAN	Boarding Shotgun and Antipersonnel Mines	Pistol, Knife	0	29
CROC MAN	MULTI Sniper Rifle and Antipersonnel Mines	Pistol, Knife	1	43
CROC MAN Hacker (Hacking Device)	Combi Rifle+ Light Shotgun and Antipersonnel Mines	Pistol, Knife	1	45
CROC MAN (Forward Observer and Deployable Repeater)	Combi Rifle+ Light Shotgun and Antipersonnel Mines	Pistol, Knife	1	37
CROC MAN Lieutenant	Combi Rifle+ Light Shotgun and Antipersonnel Mines	Pistol, Knife	2	33



LI

"TRAUMA-DOC"

ISC: Trauma-Doc

SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	12	10	12	1	0	1	1

Regular Not Impetuous Cube

Doctor

NAME	BS WEAPONS	CC WEAPONS	SWC	C
TRAUMA-DOC	Combi Rifle	Pistol, Knife	1	14




LI **MACHINIST** ISC: Machinist SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	12	10	12	1	-3	1	1

Regular Not Impetuous Cube
Engineer

NAME	BS WEAPONS	CC WEAPONS	SWC	C
MACHINIST	Combi Rifle, D-Charges	Pistol, Knife	1	15




REM **PATHFINDER DRONBOT** ISC: Pathfinder Dronbot SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6-4	8	11	8	13	0	-3	1	2

Regular Not Impetuous G: Remote Presence
Forward Observer Repeater Sensor

NAME	BS WEAPONS	CC WEAPONS	SWC	C
PATHFINDER DRONBOT	Combi Rifle	Electric Pulse	0	21




REM **"SIERRA" DRONBOT** ISC: Sierra Dronbot SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6-4	8	11	8	13	0	-3	1	2

Regular Not Impetuous G: Remote Presence
Total Reaction Repeater 360° Visor

NAME	BS WEAPONS	CC WEAPONS	SWC	C
SIERRA DRONBOT	HMG, Antipersonnel Mines	Electric Pulse	1	28
SIERRA DRONBOT	HMG+ E/M Light GL	Electric Pulse	1	34
SIERRA DRONBOT	HMG, Monofilament Mines	Electric Pulse	1	34




REM **"CLIPPER" DRONBOT** ISC: Clipper Dronbot SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6-4	8	11	8	13	0	-3	1	2

Regular Not Impetuous G: Remote Presence

NAME	BS WEAPONS	CC WEAPONS	SWC	C
CLIPPER DRONBOT	Guided Missile Launcher	Electric Pulse	1	34



REM

FUGAZI DRONBOT

ISC:Fugazi Dronbot

SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6-6	8	8	8	13	0	-3	1	2

Regular Not Impetuous G: Remote Presence
 CH: Mimetism Multiterain Repeater

NAME	BS WEAPONS	CC WEAPONS	SWC	C
FUGAZI DRONBOT		Electric Pulse	0	8



HI

JOAN OF ARC

ISC: Jeanne d'Arc

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-2	18	15	15	15	5	-6	2	1

Regular Frenzy Cube
 Martial Arts L3 Inspiring Leadership V: No Wound Incapacitation Religious Troop

NAME	BS WEAPONS	CC WEAPONS	SWC	C
JOAN OF ARC	MULTI Rifle, Nanopulser	Pistol, AP CCW	0	80
JOAN OF ARC Lieutenant	MULTI Rifle, Nanopulser	Pistol, AP CCW	+2	80



Yu Jing Army List



LI		KEISOTSU Butai				ISC: Keisotsu			LINE TROOPS		
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA			
4-4	14	10	10	12	1	0	1	Total			
Regular		Not Impetuous		No Cube							
V: Courage											
NAME	BS WEAPONS			CC WEAPONS		SWC	C				
KEISOTSU	Combi Rifle			Pistol, Knife		0	9				
KEISOTSU	HMG			Pistol, Knife		0,5	18				
KEISOTSU	Combi Rifle+ Light GL			Pistol, Knife		0,5	14				
KEISOTSU	MULTI Sniper Rifle			Pistol, Knife		0,5	23				
KEISOTSU	Missile Launcher			Pistol, Knife		0,5	25				
KEISOTSU Hacker (Hacking Device)	Combi Rifle			Pistol, Knife		0,5	21				
KEISOTSU (Forward Observer)	Combi Rifle			Pistol, Knife		0,5	12				
KEISOTSU Paramedic (MediKit)	Combi Rifle			Pistol, Knife		0	12				
KEISOTSU Lieutenant	Combi Rifle			Pistol, Knife		2	9				

LI		ZHANSHI				ISC: Zhanshi			LINE TROOPS		
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA			
4-4	14	11	10	13	1	0	1	Total			
Regular		Not Impetuous		Cube							
NAME	BS WEAPONS			CC WEAPONS		SWC	C				
ZHANSHI	Combi Rifle			Pistol, Knife		0	11				
ZHANSHI	HMG			Pistol, Knife		1	20				
ZHANSHI	Combi Rifle + Light GL			Pistol, Knife		1	16				
ZHANSHI	MULTI Sniper Rifle			Pistol, Knife		1	25				
ZHANSHI	Missile Launcher			Pistol, Knife		1	27				
ZHANSHI Hacker (Hacking Device)	Combi Rifle			Pistol, Knife		1	23				
ZHANSHI Paramedic (MediKit)	Combi Rifle			Pistol, Knife		0,5	15				
ZHANSHI Lieutenant	Combi Rifle			Pistol, Knife		1	11				

MI		TIGER SOLDIERS				ISC: Tiger Soldiers			ELITE TROOPS		
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA			
4-2	15	13	12	14	2	0	1	3			
Regular		Not Impetuous		Cube							
CH: Mimetism AD: Combat Jump or Multiterrain											
NAME	BS WEAPONS			CC WEAPONS		SWC	C				
TIGER SOLDIER	Combi Rifle+ Light Flamethrower			Pistol, Knife		0	27				
TIGER SOLDIER	HMG			Pistol, Knife		1,5	35				
TIGER SOLDIER	Boarding Shotgun			Pistol, Knife		0	26				
TIGER SOLDIER	MULTI Sniper Rifle			Pistol, Knife		1,5	40				
TIGER SOLDIER Hacker (Hacking Device)	Combi Rifle+ Light Flamethrower			Pistol, Knife		1,5	39				
TIGER SOLDIER Paramedic (MediKit)	Combi Rifle+ Light Flamethrower			Pistol, Knife		1	31				
TIGER SOLDIER Lieutenant	Combi Rifle+ Light Flamethrower			Pistol, Knife		1	27				

HI

INVINCIBLES

ISC: Invincibles

LINE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--2	16	13	14	13	4	-3	2	4

Regular Not Impetuous Cube

NAME	BS WEAPONS	CC WEAPONS	SWC	C
INVINCIBLE	MULTI Rifle	Pistol and CCW	0	42
INVINCIBLE	HMG	Pistol and CCW	2	43
INVINCIBLE	Boarding Shotgun	Pistol and CCW	0	34
INVINCIBLE Lieutenant	MULTI Rifle	Pistol and CCW	0	42



HI

WU MING "Those Without A Name"

ISC: Wu Ming

LINE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--2	16	13	14	13	4	-3	2	1

Regular Not Impetuous No Cube

NAME	BS WEAPONS	CC WEAPONS	SWC	C
WU MING	MULTI Rifle+ Light GL	Pistol and CCW	0	47
WU MING	HMG	Pistol and CCW	2	43
WU MING	Boarding Shotgun and Grenades	Pistol and CCW	0	36



HI

DÀOFÉI, Tactical Reconnaissance Section

ISC: Dàoféi

VETERAN TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--2	16	13	14	13	4	-3	2	1

Regular Not Impetuous Cube

CH: Camouflage Infiltration

NAME	BS WEAPONS	CC WEAPONS	SWC	C
DÀOFÉI	MULTI Rifle	Pistol and Shock CCW	0	60
DÀOFÉI	HMG	Pistol and Shock CCW	2	61
DÀOFÉI	Boarding Shotgun	Pistol and Shock CCW	0	52
DÀOFÉI Hacker (Hacking Device)	MULTI Rifle	Pistol and Shock CCW	2	72
DÀOFÉI Lieutenant	MULTI Rifle	Pistol and Shock CCW	1	60



HI

HAC TAO Special Unit

ISC: Hac Tao

ELITE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--2	16	14	14	14	5	-6	2	1

Regular Not Impetuous Cube

CH: TO Camouflage

NAME	BS WEAPONS	CC WEAPONS	SWC	C
HAC TAO	MULTI Rifle +Light Shotgun	Pistol and Shock CCW	0	70
HAC TAO	HMG	Pistol and Shock CCW	2	67
HAC TAO	Missile Launcher	Pistol and Shock CCW	2	76
HAC TAO Hacker (Hacking Device)	MULTI Rifle +Light Shotgun	Pistol and Shock CCW	2	82
HAC TAO Lieutenant	MULTI Rifle +Light Shotgun	Pistol and Shock CCW	2	70



HI		HSIEN Warriors				ISC: Hsien		HEADQUARTER TROOPS	
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	
4--2	16	14	14	14	4	-6	2	2	
Regular		Not Impetuous		Cube					
Martial Arts L2		Multispectral Visor L2							
NAME	BS WEAPONS		CC WEAPONS		SWC	C			
HSIEN	MULTI Rifle		Pistol and AP CCW		0	60			
HSIEN	HMG		Pistol and AP CCW		2	61			
HSIEN	Boarding Shotgun		Pistol and AP CCW		1	52			
HSIEN	MULTI Rifle+ E/M Light Grenade Launcher		Pistol and AP CCW		2	67			
HSIEN Lieutenant	MULTI Rifle		Pistol and AP CCW		+1	60			



T.A.G.		GŪJIÀ Squadron				ISC: Gūjià		MECHANIZED TROOPS	
MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA	
6--4	19	14	17	13	8	-6	3	2	
Regular		Not Impetuous		Cube					
ECM									
NAME	BS WEAPONS		CC WEAPONS		SWC	C			
GŪJIÀ	MULTI HMG, Heavy Flamethrower		AP CCW		1	91			
GŪJIÀ	MULTI HMG, Heavy Grenade Launcher		AP CCW		1	99			
GŪJIÀ Lieutenant	MULTI HMG, Heavy Flamethrower		AP CCW		2	91			



SK		GŪILÁNG Skirmishers				ISC: Gūiláng		SPECIALLY TRAINED TROOPS	
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	
4--4	14	11	12	14	1	0	1	1	
Regular		Not Impetuous		Cube					
CH: Camouflage		Infiltration		Multispectral Visor L1					
NAME	BS WEAPONS		CC WEAPONS		SWC	C			
GŪILÁNG	Combi Rifle, Antipersonnel Mines		Pistol, Knife		0	25			
GŪILÁNG	Boarding Shotgun, Antipersonnel Mines		Pistol, Knife		0	25			
GŪILÁNG	MULTI Sniper Rifle, Antipersonnel Mines		Pistol, Knife		1	39			
GŪILÁNG Hacker (Hacking Device)	Combi Rifle, Antipersonnel Mines		Pistol, Knife		1	37			
GŪILÁNG (Forward Observer and Deployable Repeater)	Combi Rifle, Antipersonnel Mines		Pistol, Knife		1	29			
GŪILÁNG Lieutenant	Combi Rifle, Antipersonnel Mines		Pistol, Knife		2	25			



SK		NINJAS				ISC: Ninjas		SPECIALLY TRAINED TROOPS	
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	
4--4	17	11	12	14	1	0	1	2	
Regular		Not Impetuous		Cube					
Martial Arts L3		CH: TO Camouflage		Infiltration					
NAME	BS WEAPONS		CC WEAPONS		SWC	C			
NINJA	Combi Rifle		Pistol, Shock CCW		0	36			
NINJA	Combi Rifle		Pistol, AP CCW		0	36			
NINJA	Combi Rifle		Pistol, EXP CCW		0	38			
NINJA	MULTI Sniper Rifle		Pistol, Shock CCW		1	50			
NINJA Hacker (Hacking Device)	Combi Rifle		Pistol, Shock CCW		1	48			




WB

SHAOLIN Warrior Monks

ISC: Shaolin Warrior Monks

LINE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	19	9	13	14	1	0	1	4
Irregular		Impetuous		No Cube				
Martial Arts L3		Religious Troop						
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
SHAOLIN	Combi Rifle, Smoke Grenades		Pistol, Shock CCW		0	14		
SHAOLIN	Combi Rifle, Smoke Grenades		Pistol, AP CCW		0	14		
SHAOLIN	Combi Rifle, Smoke Grenades		Pistol, EXP CCW		0	16		
SHAOLIN	Chain Rifle, Smoke Grenades		Pistol, Shock CCW		0	5		
SHAOLIN	Boarding Shotgun, Smoke Grenades		Pistol, Shock CCW		0	14		
SHAOLIN	Combi Rifle + Smoke Light GL		Pistol, Shock CCW		1	14		




LI

Zhanshi YÍSHĒNG (Doctor)

ISC: Yíshēng

SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	14	11	10	13	1	0	1	1
Regular		Not Impetuous		Cube				
Doctor								
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
Zhanshi YÍSHĒNG	Combi Rifle		Pistol, Knife		1	15		




LI

MECH-ENGINEER (Zhanshi Gōngchéng)

ISC: Mech-Engineer

SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	14	11	10	13	1	0	1	1
Regular		Not Impetuous		Cube				
Engineer								
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
MECH-ENGINEER	Combi Rifle, D-Charges		Pistol, Knife		1	15		




REM


Yáokòng WĒIBĪNG (Guardian)


ISC: Yáokòng Wēibǐng


SUPPORT TROOPS


MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6-4	8	11	8	13	0	-3	1	2
Regular		Not Impetuous		G: Remote Presence				
Forward Observer		Repeater		Sensor				
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
Yáokòng WĒIBĪNG	Combi Rifle		Electric Pulse		0	21		



REM		Yaókòng HÙSÒNG (Escort)				ISC: Yaókòng Hùsòng		SUPPORT TROOPS	
MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA	
6-4	8	11	8	13	0	-3	1	2	
Regular		Not Impetuous		G: Remote Presence					
Total Reaction		Repeater		360° Visor					
NAME	BS WEAPONS		CC WEAPONS		SWC	C			
HÙSÒNG	HMG, Antipersonnel Mines		Electric Pulse		1	28			
HÙSÒNG	HMG+ E/M Light Grenade Launcher		Electric Pulse		1	35			

REM		Yaókòng SON-BAE				ISC: Yaókòng Son-Bae		SUPPORT TROOPS	
MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA	
6-4	8	11	8	13	0	-3	1	1	
Regular		Not Impetuous		G: Remote Presence					
NAME	BS WEAPONS		CC WEAPONS		SWC	C			
Yaókòng SON-BAE	Guided Missile Launcher		Electric Pulse		1	34			

REM		Yaókòng CHAĪYĪ (Messenger)				ISC: Yaókòng Chaiyi		SUPPORT TROOPS	
MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA	
6-6	8	8	8	13	0	-3	1	1	
Regular		Not Impetuous		G: Remote Presence					
CH: Mimetism		Multiterrain		Repeater					
NAME	BS WEAPONS		CC WEAPONS		SWC	C			
Yaókòng CHAĪYĪ			Electric Pulse		0	8			

MI		KO DALI, Tiger Soldiers Sergeant				ISC: Ko Dali			
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	
4-2	15	14	13	14	2	0	1	1	
Regular		Not Impetuous		Cube					
CH: Mimetism		AD: Combat Jump or Multiterrain		Multispectral Visor L1					
NAME	BS WEAPONS		CC WEAPONS		SWC	C			
KO DALI	Combi Rifle + Light Flamethrower		Pistol, Shock CCW		0	40			
KO DALI Lieutenant	Combi Rifle + Light Flamethrower		Pistol, Shock CCW		+1	40			

HI

SUN TZE

ISC: Sun Tze

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--2	15	13	14	17	5	-6	2	1

Regular Not Impetuous Cube

Total Immunity V: No Wound Incapacitation

NAME	BS WEAPONS	CC WEAPONS	SWC	C
SUN TZE	MULTI Rifle, Nanopulser	Pistol, Shock CCW	0	78
SUN TZE Lieutenant	MULTI Rifle, Nanopulser	Pistol, Shock CCW	+2	78



Ariadna Army List



LI

LINE KAZAKS

ISC: Line Kazak

LINE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--4	13	11	11	13	1	0	1	Total

Regular Not Impetuous No Cube

NAME	BS WEAPONS	CC WEAPONS	SWC	C
LINE KAZAK	Rifle	Pistol, Knife	0	9
LINE KAZAK	AP HMG	Pistol, Knife	1	29
LINE KAZAK	Rifle and Light GL	Pistol, Knife	1	14
LINE KAZAK	Sniper Rifle	Pistol, Knife	1	18
LINE KAZAK	Missile Launcher	Pistol, Knife	1	28
LINE KAZAK (Forward Observer)	Rifle	Pistol, Knife	1	12
LINE KAZAK Paramedic (MediKit)	Rifle	Pistol, Knife	0.5	13
LINE KAZAK Lieutenant	Rifle	Pistol, Knife	0	9



LI

1er Régiment de PARA-COMMANDOS

ISC: Para-Commandos

SPECIALLY TRAINED TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--4	13	12	11	14	2	0	1	4

Regular Not Impetuous No Cube

CH: Mimetism AD: Parachutist

NAME	BS WEAPONS	CC WEAPONS	SWC	C
PARA-COMMANDO	Rifle	Pistol, Knife	0	20
PARA-COMMANDO	HMG	Pistol, Knife	1	32
PARA-COMMANDO	Rifle and Light GL	Pistol, Knife	1	25
PARA-COMMANDO	Sniper Rifle	Pistol, Knife	1	29
PARA-COMMANDO (Forward Observer)	Rifle	Pistol, Knife	1	23
PARA-COMMANDO Paramedic (MediKit)	Rifle	Pistol, Knife	1	24
PARA-COMMANDO Lieutenant	Rifle	Pistol, Knife	1	20



MI

TANKHUNTERS Regiment

ISC: TankHunters

ELITE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--2	14	12	12	14	3	0	1	3

Regular Not Impetuous No Cube

CH: Camouflage

NAME	BS WEAPONS	CC WEAPONS	SWC	C
TANKHUNTER	AP Rifle, Adhesive Launcher, D-Charges	Pistol, Knife	0	27
TANKHUNTER	AP HMG, D-Charges	Pistol, Knife	1.5	40
TANKHUNTER	Autocannon, D-Charges	Pistol, Knife	1.5	40
TANKHUNTER	Missile Launcher	Pistol, Knife	1.5	39
TANKHUNTER	AP Sniper Rifle, D-Charges	Pistol, Knife	1.5	33
TANKHUNTER Lieutenant	AP Rifle, Adhesive Launcher, D-Charges	Pistol, Knife	1	27



HI

5th MINUTEMEN "Ohio"

ISC: Minutemen

VETERAN TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	15	13	13	12	3	0	1	3
Regular			Not Impetuous			No Cube		
Shock Immunity			Jungle Terrain					
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
MINUTEMAN	Rifle and Light Shotgun		Pistol, CCW		0	28		
MINUTEMAN	HMG and Light Shotgun		Pistol, CCW		1.5	40		
MINUTEMAN	AP Rifle and Light Shotgun		Pistol, CCW		1	34		
MINUTEMAN	Panzerfaust, Rifle and Light Shotgun		Pistol, CCW		1	31		
MINUTEMAN (CH: Camouflage)	Rifle and Light Shotgun		Pistol, CCW		1	35		
MINUTEMAN Paramedic (MediKit)	Rifle and Light Shotgun		Pistol, CCW		1	32		
MINUTEMAN Lieutenant	Rifle and Light Shotgun		Pistol, CCW		0	28		
MINUTEMAN (Multispectral Visor L1)	Rifle and Light Shotgun		Pistol, CCW		1	31		
MINUTEMAN (X Visor)	Rifle and Light Shotgun		Pistol, CCW		1	33		



HI

13ème MOBLOTS

(ISC: Moblots)

VETERAN TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	15	13	13	12	3	0	1	3
Regular			Not Impetuous			No Cube		
Shock Immunity			Jungle Terrain					
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
MOBLOT	Rifle and Light Shotgun		Pistol, CCW		0	28		
MOBLOT	HMG and Light Shotgun		Pistol, CCW		1.5	40		
MOBLOT	AP Rifle and Light Shotgun		Pistol, CCW		1	34		
MOBLOT	Panzerfaust, Rifle and Light Shotgun		Pistol, CCW		1	31		
MOBLOT (CH: Mimeticism)	Rifle and Light Shotgun		Pistol, CCW		1	32		
MOBLOT (Infiltration)	Rifle and Light Shotgun		Pistol, CCW		1	36		
MOBLOT Paramedic (MediKit)	Rifle and Light Shotgun		Pistol, CCW		1	32		
MOBLOT Lieutenant	Rifle and Light Shotgun		Pistol, CCW		0	28		
MOBLOT (Multispectral Visor L1)	Rifle and Light Shotgun		Pistol, CCW		1	31		



HI

VETERAN KAZAKS

ISC: Veteran Kazaks

ELITE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	15	13	13	13	4	0	1	2
Regular			Not Impetuous			No Cube		
Shock Immunity			Veteran (V: Courage, Sixth Sense L2 and Multiterain)					
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
VETERAN KAZAK	AP Rifle and Light Flamethrower		Pistol, CCW		0	42		
VETERAN KAZAK	AP HMG and Light Flamethrower		Pistol, CCW		2	48		
VETERAN KAZAK (CH: Mimeticism)	AP Rifle and Light Flamethrower		Pistol, CCW		1	45		
VETERAN KAZAK Doctor	AP Rifle and Light Flamethrower		Pistol, CCW		1	46		
VETERAN KAZAK Lieutenant	AP Rifle and Light Flamethrower		Pistol, CCW		0	42		
VETERAN KAZAK (Multispectral Visor L1)	AP Rifle and Light Flamethrower		Pistol, CCW		1	45		
VETERAN KAZAK (X Visor)	AP Rifle and Light Flamethrower		Pistol, CCW		1	47		



SK

7th FOXTROT RANGERS "Newport"

ISC: Foxtrot

SPECIALLY TRAINED TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	11	13	13	0	0	1	3
Regular			Not Impetuous			No Cube		
CH: Camouflage			Infiltration					
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
FOXTROT	Rifle and Antipersonnel Mines		Pistol, Knife		0	17		
FOXTROT	Boarding Shotgun and Antipersonnel Mines		Pistol, Knife		0	20		
FOXTROT	Rifle and Light GL		Pistol, Knife		1	21		
FOXTROT	Sniper Rifle and Antipersonnel Mines		Pistol, Knife		1	26		
FOXTROT (Forward Observer)	Rifle and Antipersonnel Mines		Pistol, Knife		1	20		
FOXTROT Lieutenant	Rifle and Antipersonnel Mines		Pistol, Knife		2	17		



SK

1st Highlanders S.A.S.

ISC: S.A.S.

SPECIALLY TRAINED
TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	17	11	13	13	0	0	1	2

Regular Not Impetuous No Cube

Martial Arts L1 CH: Camouflage Infiltration

NAME	BS WEAPONS	CC WEAPONS	SWC	C
S.A.S.	Rifle	Pistol, AP CCW	0	24
S.A.S.	Boarding Shotgun	Pistol, AP CCW	0	27
S.A.S.	Sniper Rifle	Pistol, AP CCW	1	36
S.A.S. (Forward Observer)	Rifle	Pistol, AP CCW	0.5	30
S.A.S. Lieutenant	Rifle	Pistol, AP CCW	2	24



SK

Ariadna SCOUTS

ISC: Scouts

ELITE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	11	13	14	1	0	1	4

Regular Not Impetuous No Cube

CH: Camouflage Infiltration

NAME	BS WEAPONS	CC WEAPONS	SWC	C
SCOUT	Ojónnik and Antipersonnel Mines	Pistol, Knife	0	26
SCOUT	E/Mauler and Ojónnik	Pistol, Knife	0	32
SCOUT	Boarding Shotgun, Antipersonnel Mines	Pistol, Knife	0	25
SCOUT	AP Sniper Rifle and Antipersonnel Mines	Pistol, Knife	1	35
SCOUT (Forward Observer)	Ojónnik and Antipersonnel Mines	Pistol, Knife	1	29
SCOUT Lieutenant	Ojónnik and Antipersonnel Mines	Pistol, Knife	1	26



WB

45th HIGHLANDERS RIFLES "Galwegian"

ISC: 45th Highlanders

LINE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	18	10	14	14	1	0	1	Total

Irregular Impetuous No Cube

Berserk V: Dogged

NAME	BS WEAPONS	CC WEAPONS	SWC	C
HIGHLANDER	Rifle and Smoke Grenades	Pistol, AP CCW	0	12
HIGHLANDER	Chain Rifle and Smoke Grenades	Pistol, AP CCW	0	6
HIGHLANDER	Boarding Shotgun and Smoke Grenades	Pistol, AP CCW	0	15
HIGHLANDER Lieutenant	Rifle and Smoke Grenades	Pistol, AP CCW	1	12




WB **IRMANDINHOS** ISC: Irmandinavos **LINE TROOPS**

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	17	10	14	13	1	0	1	3

Irregular: Impetuous No Cube
 Booty: Engineer

NAME	BS WEAPONS	CC WEAPONS	SWC	C
IRMANDINHO	Rifle, D-Charges and Smoke Grenades	Pistol, AP CCW	0	19
IRMANDINHO	Chain Rifle, D-Charges and Smoke Grenades	Pistol, AP CCW	0	10
IRMANDINHO	Boarding Shotgun, D-Charges and Smoke Grenades	Pistol, AP CCW	0	19



Booty:

1-3	Light Armour(+1 ARM)	12	E/M Grenades
4	EXP CCW	13	E/M CCW
5	Light Shotgun	14-15	Light Armour(+2 ARM)
6	Heavy Armour (+4 ARM)	16	X Visor
7	Grenades	17	Monofilament CCW
8	Adhesive Launcher	18	Combi Rifle
9	Light Grenade Launcher	19	AP Rifle
10	Light Flamethrower	20	AutoMedKit
11	Panzerfaust		

WB **ASSAULT PACKS** ISC: Assault Pack **SUPPORT TROOPS**

ANTIPODES

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
6-6	18	0	14	13	0	0	1	--

Irregular: Frenzy No Cube Antipode
 CH: Camouflage Sensor Super-Jump Jungle Terrain

NAME	BS WEAPONS	CC WEAPONS	SWC	C
ANTIPODE		AP CCW	--	--



CONTROLLER (ISC: Controller)

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	11	11	13	1	0	1	--

Regular: Not Impetuous No Cube

NAME	BS WEAPONS	CC WEAPONS	SWC	C
CONTROLLER (Control Device)	Rifle, Smoke Light GL	Pistol, Knife	--	--
ASSAULT PACK		Total SWC: 0	Total Cost: 34	AVA: 1

Note: An Assault Pack is composed by 1 Controller and 3 Antipodes.

WB **DOG-WARRIORS** ISC: Dog-Warriors **SUPPORT TROOPS**

Form: DOG-WARRIOR

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
6-4	18	10	16	13	3	0	3	2


Irregular: Impetuous No Cube
 V: Courage Total Immunity Super-Jump

Form: DOGFACE

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	15	10	14	13	1	0	3	-

Irregular: Impetuous Transmutation No Cube
 V: Courage Total Immunity Super-Jump

NAME	BS WEAPONS	CC WEAPONS	SWC	C
DOG-WARRIOR	2 Chain Rifles, Grenades, Smoke Grenades	AP CCW	0	28




NOTE: A Dog-Warrior is always deployed in Dog-Face form, and only transmutes in Dog-Warrior when indicates the Transmutation Special Skill

LI **KAZAK DOKTOR** ISC: Kazak Doktor **SUPPORT TROOPS**

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--4	13	11	11	13	1	0	1	1

Regular: Not Impetuous, No Cube
 Doctor

NAME	BS WEAPONS	CC WEAPONS	SWC	C
KAZAK DOKTOR	Rifle	Pistol, Knife	1	13




SK **UXIA McNEILL, Corporal of 1st Highlanders S.A.S.** ISC: Uxia McNeill

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--4	17	11	13	13	0	0	1	1

Regular: Frenzy, No Cube
 Martial Arts L1: CH: Camouflage, Infiltration, Multispectral Visor L1

NAME	BS WEAPONS	CC WEAPONS	SWC	C
UXIA McNEILL	Boarding Shotgun, Grenades, Smoke Grenades	Pistol, AP CCW	0	28




LI **Roger VAN ZANT, Captain of 6th Airborne Ranger Reg. "Oklahoma"** ISC: Van Zant

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--4	15	13	13	14	2	0	1	1

Regular: Not Impetuous, No Cube
 CH: Mimetism, V: Courage, AD: Tactical Jump

NAME	BS WEAPONS	CC WEAPONS	SWC	C
VAN ZANT	AP Rifle, Light Shotgun	Pistol, AP CCW	0	42
VAN ZANT Lieutenant	AP Rifle, Light Shotgun	Pistol, AP CCW	+1	42



Haqqislam Army List



LI

DAYLAMI Infantry

ISC: Daylami

GARRISON TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	10	10	13	1	0	1	Total

Irregular Not Impetuous No Cube

NAME	BS WEAPONS	CC WEAPONS	SWC	C
DAYLAMI	Rifle+Light Shotgun	Pistol, Knife	0	9
DAYLAMI	HMG	Pistol, Knife	0,5	17
DAYLAMI	Rifle+ Light GL	Pistol, Knife	0,5	10
DAYLAMI	Panzerfaust and Rifle+Light Shotgun	Pistol, Knife	0,5	12
DAYLAMI Lieutenant	Rifle+Light Shotgun	Pistol, Knife	3	9



LI

GHULAM Infantry

ISC: Ghulam

LINE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	11	10	14	1	0	1	Total

Regular Not Impetuous No Cube

NAME	BS WEAPONS	CC WEAPONS	SWC	C
GHULAM	Rifle+Light Shotgun	Pistol, Knife	0	13
GHULAM	HMG	Pistol, Knife	1	21
GHULAM	Rifle+ Light GL	Pistol, Knife	1	14
GHULAM	Missile Launcher	Pistol, Knife	1	28
GHULAM	Sniper Rifle	Pistol, Knife	1	18
GHULAM	Panzerfaust and Rifle+Light Shotgun	Pistol, Knife	0,5	16
GHULAM Hacker (Hacking Device)	Rifle+Light Shotgun	Pistol, Knife	1	25
GHULAM Doctor	Rifle+Light Shotgun	Pistol, Knife	0,5	17
GHULAM Lieutenant	Rifle+Light Shotgun	Pistol, Knife	1	13



LI

NAFFATÛN

ISC: Naffatûn

LINE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	11	10	14	1	0	1	Total

Regular Not Impetuous No Cube

NAME	BS WEAPONS	CC WEAPONS	SWC	C
NAFFATÛN	Rifle+ Heavy Flamethrower	Pistol, Knife	0	10
NAFFATÛN Lieutenant	Rifle+ Heavy Flamethrower	Pistol, Knife	2	10




LI

HALQA Mechanized Infantry

ISC: Halqa

MECHANIZED TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	11	10	14	1	0	1	Total
Regular			Not Impetuous			No Cube		
Mechanized Deployment								
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
HALQA	Rifle+Light Shotgun		Pistol, Knife		0	16		
HALQA	HMG		Pistol, Knife		1	24		
HALQA	Rifle+ Light GL		Pistol, Knife		1	18		
HALQA	Missile Launcher		Pistol, Knife		1	30		
HALQA Hacker (Hacking Device)	Rifle+Light Shotgun		Pistol, Knife		1.5	28		
HALQA Doctor	Rifle+Light Shotgun		Pistol, Knife		0.5	20		
HALQA (Forward Observer)	Rifle+Light Shotgun		Pistol, Knife		1	19		
HALQA Lieutenant	Rifle+Light Shotgun		Pistol, Knife		1	16		




LI

KHAWARIJS

ISC: Khawarijs

ELITE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	15	12	13	15	1	0	1	1
Regular			Not Impetuous			Cube		
Shock Immunity			Super-Jump			Religious Troop		
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
KHAWARIJ	Rifle+Light Shotgun and Grenades		Pistol and CCW		0	27		
KHAWARIJ	Rifle+Light Shotgun and Grenades		Pistol and AP CCW		0	29		
KHAWARIJ	Rifle+Light Shotgun and Grenades		Pistol and Shock CCW		0	29		
KHAWARIJ Lieutenant	Rifle+Light Shotgun and Grenades		Pistol and CCW		0	27		




MI

DJANBAZAN Tactical Group

ISC: Djanbazan

ELITE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-2	14	12	11	14	2	0	1	2
Regular			Not Impetuous			Cube		
Multiterrain			Regeneration			Multispectral Visor L2		
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
DJANBAZAN	Rifle+Light Shotgun		Pistol and CCW		0	28		
DJANBAZAN	HMG		Pistol and CCW		1.5	36		
DJANBAZAN	Sniper Rifle		Pistol and CCW		1.5	33		
DJANBAZAN Hacker (Hacking Device)	Rifle+Light Shotgun		Pistol and CCW		2	40		
DJANBAZAN Doctor	Rifle+Light Shotgun		Pistol and CCW		0.5	32		
DJANBAZAN Lieutenant	Rifle+Light Shotgun		Pistol and CCW		1	28		




MI

HASSASSIN RAGIKS

ISC: Hassassin Ragiks

ELITE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-2	14	12	12	15	2	0	1	3
Regular			Not Impetuous			Cube		
AD: Combat Jump			V: Dogged			Religious Troop		
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
RAGIK	Rifle+Light Shotgun		Pistol and CCW		0	30		
RAGIK	HMG		Pistol and CCW		1.5	38		
RAGIK	Sniper Rifle		Pistol and CCW		1.5	35		
RAGIK Hacker (Hacking Device)	Rifle+Light Shotgun		Pistol and CCW		2	42		
RAGIK Lieutenant	Rifle+Light Shotgun		Pistol and CCW		1	30		




HI **JANISSAIRES** ISC: Janissaires VETERAN TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--2	15	13	14	14	4	-3	2	2

Regular Not Impetuous No Cube

Religious Troop

NAME	BS WEAPONS	CC WEAPONS	SWC	C
JANISSAIRE	AP Rifle+Light Shotgun	Pistol and CCW	0	45
JANISSAIRE	HMG	Pistol and CCW	2	47
JANISSAIRE Doctor	AP Rifle+Light Shotgun	Pistol and CCW	2	50
JANISSAIRE Lieutenant	AP Rifle+Light Shotgun	Pistol and CCW	1	45



HI **AHL FASSED Regiment** ISC: Ahl Fassed VETERAN TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--2	15	13	14	14	4	-3	2	1

Regular Not Impetuous Cube

NAME	BS WEAPONS	CC WEAPONS	SWC	C
FASSED	AP Rifle +Light Flamethrower	Pistol and CCW	0	38
FASSED	HMG	Pistol and CCW	2	43
FASSED	Boarding Shotgun	Pistol and CCW	0	34




T.A.G. **MAGHARIBA GUARD** ISC: Maghariba Guard MECHANIZED TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6--4	17	14	17	14	8	-6	3	1

Regular Not Impetuous Cube

ECM Braces (2)

NAME	BS WEAPONS	CC WEAPONS	SWC	C
MAGHARIBA	MULTI HMG and Heavy Flamethrower		1	89
MAGHARIBA	MULTI HMG and Heavy Grenade Launcher		1	97




SK **HUNZAKUTS** ISC: Hunzakuts SPECIALLY TRAINED TROOPS


MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--4	13	11	12	14	0	0	1	1


Irregular Not Impetuous No Cube


CH: Camouflage Infiltration


NAME	BS WEAPONS	CC WEAPONS	SWC	C
HUNZAKUT (Deployable Repeater)	Rifle+Light GL and Antipersonnel Mines	Pistol, Knife	0,5	21
HUNZAKUT (Deployable Repeater)	Sniper Rifle, Antipersonnel Mines	Pistol, Knife	1	25
HUNZAKUT (Forward Observer and Deployable Repeater)	Rifle+Light GL and Antipersonnel Mines	Pistol, Knife	1	24




SK		MURABIDS TUAREG				ISC: Murabids Tuareg			SPECIALLY TRAINED TROOPS	
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA		
4-4	13	11	12	15	1	0	1	2		
Regular		Not Impetuous		No Cube						
CH: TO Camouflage		Infiltration								
NAME	BS WEAPONS			CC WEAPONS		SWC	C			
TUAREG	Rifle+Light Shotgun and Antipersonnel Mines			Pistol, Knife		0	30			
TUAREG	Sniper Rifle and Antipersonnel Mines			Pistol, Knife		1	35			
TUAREG Hacker (Hacking Device)	Rifle+Light Shotgun and Antipersonnel Mines			Pistol, Knife		2	42			
TUAREG Doctor	Rifle+Light Shotgun and Antipersonnel Mines			Pistol, Knife		1	34			
TUAREG Lieutenant	Rifle+Light Shotgun and Antipersonnel Mines			Pistol, Knife		2	30			

SK		HASSASSIN FIDAY				ISC: Hassassin Fiday			SPECIALLY TRAINED TROOPS	
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA		
4-4	17	11	12	15	1	0	1	1		
Regular		Not Impetuous		No Cube						
Martial Arts L3		Basic Impersonation			Religious Troop					
NAME	BS WEAPONS			CC WEAPONS		SWC	C			
FIDAY	Rifle+Light Shotgun and Smoke Grenade			Pistol and EXP CCW		0	34			
FIDAY	Rifle+Light Shotgun and Smoke Grenade			Pistol and AP CCW		0	32			

WB		KUM Motorized Troops				ISC: Kum Motorized Troops			LINE TROOPS	
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA		
8-6 // 4-4	18	11	13	15	1	0	1	Total		
Irregular		Impetuous		No Cube						
Motorcycle		V: Dogged								
NAME	BS WEAPONS			CC WEAPONS		SWC	C			
KUM	Rifle+Light Shotgun, Smoke Grenades, Smoke Light GL			Pistol and Shock CCW		0	21			
KUM	Rifle+Light Shotgun, Smoke Grenades, Smoke Light GL			Pistol and AP CCW		0	21			
KUM	Rifle+Light Shotgun, Smoke Grenades, Smoke Light GL			Pistol and EXP CCW		0	23			
KUM	Chain Rifle, Smoke Grenades, Smoke Light GL			Pistol and Shock CCW		0	11			
KUM	Boarding Shotgun, Smoke Grenades, Smoke Light GL			Pistol and Shock CCW		0	20			
KUM Lieutenant	Rifle+Light Shotgun, Smoke Grenades, Smoke Light GL			Pistol and Shock CCW		2	21			
NOTE: The Light Smoke Grenade Launcher is integrated in the Motorcycle										


LI		MUTTAWI'AH				ISC: Muttawi'ah			LINE TROOPS	
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA		
4-4	13	11	12	15	0	0	1	3		
Irregular		Impetuous		No Cube						
V: Dogged		Religious Troop								
NAME	BS WEAPONS			CC WEAPONS		SWC	C			
MUTTAWI'AH	Chain Rifle, E/Marat			Pistol, Knife		0	5			

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--4	13	11	10	14	1	0	1	1
Regular Not Impetuous			Cube					
Engineer								
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
NAJJARUN Engineer	Rifle+Light Shotgun and D-Charges		Pistol, Knife		1	17		




REM RAFIQ REMOTE ISC: Rafiq Remote SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6--4	8	11	8	13	0	-3	1	1
Regular Not Impetuous			G: Remote Presence					
Forward Observer		Repeater		Sensor				
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
RAFIQ REMOTE	Rifle+Light Shotgun		Electric Pulse		0	22		




REM SHIHAB REMOTE ISC: Shihab Remote SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6--4	8	11	8	13	0	-3	1	1
Regular Not Impetuous			G: Remote Presence					
Total Reaction		Repeater		360° Visor				
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
SHIHAB REMOTE	HMG and Antipersonnel Mines		Electric Pulse		1	28		
SHIHAB REMOTE	HMG+ E/M Light GL		Electric Pulse		1	35		



REM SHAYTANIYAH REMOTE ISC: Shaytaniyah Remote SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6--4	8	11	8	13	0	-3	1	1
Regular Not Impetuous			G: Remote Presence					
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
SHAYTANIYAH REMOTE	Guided Missile Launcher		Electric Pulse		1	34		




REM **FANOUS REMOTE** ISC: Fanous Remote SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6--6	8	8	8	13	0	-3	1	1

Regular Not Impetuous G: Remote Presence
 CH: Mimeticism Multiterain Repeater

NAME	BS WEAPONS	CC WEAPONS	SWC	C
FANOUS REMOTE		Electric Pulse	0	8




LI **TARIK MANSURI, Amir (Officer) of Khawarijs** ISC: Tarik Mansuri, Khawarij Amir

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	COSTE
6--4	18	13	14	15	3	0	2	1	56

Regular Not Impetuous Cube
 Martial Arts L2 Super-Jump Religious Troop Poison

NAME	BS WEAPONS	CC WEAPONS	SWC	C
TARIK MANSURI	AP Rifle + Light Flamethrower and Grenades	Pistol, AP CCW	0	56
TARIK MANSURI Lieutenant	AP Rifle + Light Flamethrower and Grenades	Pistol, AP CCW	+1	56




WB **IZZAT BEG, Kum Headman** ISC: Izzat Beg, Kum Headman

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	COSTE
8--6 // 4--4	18	11	14	15	2	0	1	1	25

Irregular Impetuous Cube
 Motorcycle V: Dogged

NAME	BS WEAPONS	CC WEAPONS	SWC	C
IZZAT BEG	Combi Rifle+ Light Shotgun, Smoke Grenades and Smoke Light Smoke GL	Pistol, AP CCW	0	25
IZZAT BEG Lieutenant	Combi Rifle+ Light Shotgun, Smoke Grenades and Smoke Light Smoke GL	Pistol, AP CCW	+1	25

NOTE: The Light Smoke Grenade Launcher is integrated in the Motorcycle



Nomads Army List



LI

ALGUACILES FROM CORREGIDOR

ISC: Alguaciles

LINE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	11	10	13	1	0	1	Total
Regular		Not Impetuous		No Cube				

NAME	BS WEAPONS	CC WEAPONS	SWC	C
ALGUACIL	Combi Rifle	Pistol, Knife	0	10
ALGUACIL	HMG	Pistol, Knife	1	19
ALGUACIL	Combi Rifle and Light GL	Pistol, Knife	1	15
ALGUACIL	MULTI Sniper Rifle	Pistol, Knife	1	24
ALGUACIL	Missile Launcher	Pistol, Knife	1	26
ALGUACIL Hacker (Hacking Device)	Combi Rifle	Pistol, Knife	1	22
ALGUACIL (Forward Observer and Deployable Repeater)	Combi Rifle	Pistol, Knife	1	14
ALGUACIL Paramedic (MediKit)	Combi Rifle	Pistol, Knife	0.5	14
ALGUACIL Lieutenant	Combi Rifle	Pistol, Knife	1	10



LI

SECURITATE

ISC: Securitate

LINE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	12	10	14	1	0	1	4
Regular		Not Impetuous		Cube				
Repeater		Sixth Sense L2						

NAME	BS WEAPONS	CC WEAPONS	SWC	C
SECURITATE	Combi Rifle+ Light Shotgun	Pistol, Knife	0	23
SECURITATE	HMG	Pistol, Knife	1	26
SECURITATE	MULTI Sniper Rifle	Pistol, Knife	1	33
SECURITATE Hacker (Hacking Device)	Combi Rifle+ Light Shotgun	Pistol, Knife	1	32
SECURITATE Paramedic (MediKit)	Combi Rifle+ Light Shotgun	Pistol, Knife	1	27
SECURITATE Lieutenant	Combi Rifle+ Light Shotgun	Pistol, Knife	0	23



MI

HELLCATS

ISC: Hellcats

ELITE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-2	14	12	12	13	2	0	1	4
Regular		Not Impetuous		No Cube				
V: Courage		AD: Combat Jump/ Zero-G						

NAME	BS WEAPONS	CC WEAPONS	SWC	C
HELLCAT	Combi Rifle+ Light Shotgun	Pistol, Knife	0	24
HELLCAT	HMG	Pistol, Knife	1.5	29
HELLCAT	Boarding Shotgun	Pistol, Knife	0	20
HELLCAT	Combi Rifle+ Light Shotgun and Adhesive Launcher	Pistol, Knife	0.5	25
HELLCAT	MULTI Sniper Rifle	Pistol, Knife	1.5	34
HELLCAT Hacker (Hacking Device)	Combi Rifle+ Light Shotgun	Pistol, Knife	1.5	36
HELLCAT Paramedic (MediKit)	Combi Rifle+ Light Shotgun	Pistol, Knife	0.5	28
HELLCAT Lieutenant	Combi Rifle+ Light Shotgun	Pistol, Knife	1	24




MI

INTRUDERS, Corregidor Assault Commandos

ISC: Intruders

ELITE TROOPS


MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--2	14	13	12	14	3	0	1	2
Regular		Not Impetuous		No Cube				
CH: Camouflage		Multispectral Visor L2		Multiterrain				
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
INTRUDER	Combi Rifle+ Light Flamethrower and Grenades		Pistol, CCW		0	36		
INTRUDER	HMG and Grenades		Pistol, CCW		1.5	44		
INTRUDER	Combi Rifle+ Light Flamethrower and Adhesive Launcher		Pistol, CCW		1	37		
INTRUDER Hacker (Hacking Device)	Combi Rifle+Light Flamethrower		Pistol, CCW		1.5	48		
INTRUDER (Lieutenant)	Combi Rifle+ Light Flamethrower and Grenades		Pistol, CCW		0	36		
INTRUDER (X Visor)	MULTI Sniper Rifle		Pistol, CCW		1.5	52		

MI

REVEREND MOIRAS

ISC: Reverend Moiras

ELITE TROOPS


MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--2	14	12	12	14	3	0	1	2
Regular		Not Impetuous		Cube				
ODD: Optical Disruptor		Religious Troop		Multiterrain				
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
REVEREND MOIRA	MULTI Rifle		Pistol, Shock CCW		0	38		
REVEREND MOIRA	MULTI Rifle		Pistol, AP CCW		0	38		
REVEREND MOIRA	HMG		Pistol, Shock CCW		1.5	39		
REVEREND MOIRA	MULTI Sniper Rifle		Pistol, Shock CCW		1.5	44		
REVEREND MOIRA	MULTI Rifle+ E/M Light GL		Pistol, Shock CCW		1	45		
REVEREND MOIRA Hacker (Hacking Device)	MULTI Rifle		Pistol, Shock CCW		1.5	50		
REVEREND MOIRA Lieutenant	MULTI Rifle		Pistol, Shock CCW		1	38		

HI

MOBILE BRIGADA

ISC: Mobile Brigada

VETERAN TROOPS


MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--2	15	13	14	13	4	-3	2	2
Regular		Not Impetuous		No Cube				
V: Courage								
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
MOBILE BRIGADA	MULTI Rifle+ Light Flamethrower		Pistol, Knife		0	43		
MOBILE BRIGADA	HMG		Pistol, Knife		2	43		
MOBILE BRIGADA	Boarding Shotgun		Pistol, Knife		0	34		
MOBILE BRIGADA Lieutenant	MULTI Rifle+ Light Flamethrower		Pistol, Knife		0	43		

T.A.G.

"LIZARD" SQUADRON

ISC: Lizard

MECHANIZED TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6--4	17	14	17	13	8	-6	3	1
Regular		Not Impetuous		Cube				
ECM								
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
LIZARD	MULTI HMG and Heavy Grenade Launcher				1	96		
LIZARD	MULTI HMG and Heavy Flamethrower				1	88		


T.A.G.

"SZALAMANDRA" SQUADRON

ISC: Szalamandra

MECHANIZED TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6-4	17	14	17	13	8	-9	3	1
Regular		Not Impetuous		Cube				
ECM								
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
SZALAMANDRA	Hyper-rapid Magnetic Cannon, Heavy Flamethrower				1	90		




SK

ZEROS

ISC: Zeros

SPECIALLY TRAINED TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	11	12	13	0	0	1	2
Regular		Not Impetuous		Cube				
CH: Camouflage		Infiltration						
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
ZERO	Combi Rifle and Antipersonnel Mines		Pistol, Knife		0	18		
ZERO	MULTI Sniper Rifle and Antipersonnel Mines		Pistol, Knife		1	32		
ZERO	Boarding Shotgun and Antipersonnel Mines		Pistol, Knife		0	18		
ZERO Hacker (Hacking Device)	Combi Rifle and Antipersonnel Mines		Pistol, Knife		1	30		
ZERO (Forward Observer)	Combi Rifle and Antipersonnel Mines		Pistol, Knife		1	21		
ZERO (Deployable Repeater)	E/Mauler and Combi Rifle		Pistol, Knife		0,5	24		
ZERO Lieutenant	Combi Rifle and Antipersonnel Mines		Pistol, Knife		2	18		




SK

SPEKTRS

ISC: Spekt

SPECIALLY TRAINED TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	12	12	14	1	0	1	2
Regular		Not Impetuous		Cube				
CH: TO Camouflage		Infiltration						
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
SPEKTR	Combi Rifle+ Light Shotgun and Antipersonnel Mines		Pistol, Knife		0	33		
SPEKTR	MULTI Sniper Rifle and Antipersonnel Mines		Pistol, Knife		1	43		
SPEKTR Hacker (Hacking Device)	Combi Rifle+ Light Shotgun		Pistol, Knife		1	45		
SPEKTR (Forward Observer)	Combi Rifle+ Light Shotgun and Antipersonnel Mines		Pistol, Knife		2	36		
SPEKTR (Deployable Repeater)	E/Mauler and Combi Rifle+ Light Shotgun		Pistol, Knife		1	39		
SPEKTR Lieutenant	Combi Rifle+ Light Shotgun and Antipersonnel Mines		Pistol, Knife		2	33		



WB

DER MORLOCK GRUPPE

ISC: Der Morlock Gruppe

LINE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	18	11	13	14	1	0	1	Total
Irregular		Impetuous		No Cube				
Martial Arts L2		MetaChemistry						
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
MORLOCK	Combi Rifle and Smoke Grenades		Pistol and Shock CCW		0	16		
MORLOCK	Combi Rifle and Smoke Grenades		Pistol and AP CCW		0	16		
MORLOCK	Chain Rifle and Smoke Grenades		Pistol and Shock CCW		0	7		
MORLOCK	Boarding Shotgun and Smoke Grenades		Pistol and Shock CCW		0	16		
MORLOCK	Combi Rifle+ Smoke Light GL		Pistol and Shock CCW		1	16		
MORLOCK Lieutenant	Combi Rifle and Smoke Grenades		Pistol and Shock CCW		2	16		
MetaChemistry								
1-3	Natural Armour (+1 ARM)		12-13	No Wound Incapacitation				
4-5	Dogged		14-15	Sixth Sense L2				
6	Shock Immunity		16-17	Regeneration				
7-8	Superior MOV (6-4)		18	Super Jump				
9-10	X Visor		19	Climbing Plus				
11	Super Physics (+3 PH)		20	Total Immunity				



LI

DAKTARIS (Daks, Campaign Doctors)

ISC: Daktaris

SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	11	10	13	1	0	1	1
Regular		Not Impetuous		Cube				
Doctor								
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
DAKTARI	Combi Rifle		Pistol, Knife		1	14		



LI

CLOCKMAKERS

ISC: Clockmaker

SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	11	10	15	1	-3	1	1
Regular		Not Impetuous		Cube				
Engineer								
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
CLOCKMAKER	Combi Rifle, D-Charges		Pistol, Knife		1	18		



LI

INTERVENTOR

ISC: Interventor

SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	13	11	10	15	1	-3	1	2
Regular		Not Impetuous		Cube				
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
INTERVENTOR Hacker (Hacking Device Plus)	Combi Rifle		Pistol, Knife		1	26		
INTERVENTOR Lieutenant(Hacking Device Plus)	Combi Rifle		Pistol, Knife		2	26		




REM **STEMPLER ZOND** ISC: Stempler Zond SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6-4	8	11	8	13	0	-3	1	2

Regular Not Impetuous G: Remote Presence

Forward Observer Repeater Sensor Climbing Plus

NAME	BS WEAPONS	CC WEAPONS	SWC	C
STEMPLER ZOND	Combi Rifle	Electric Pulse	0	22




REM **REAKTION ZOND** ISC: Reaktion Zond SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6-4	8	11	8	13	0	-3	1	2

Regular Not Impetuous G: Remote Presence

Total Reaction Repeater Climbing Plus 360° Visor

NAME	BS WEAPONS	CC WEAPONS	SWC	C
REAKTION ZOND	HMG and Antipersonnel Mines		1	28
REAKTION ZOND	HMG+ E/M Light GL and Antipersonnel Mines		1	35




REM **VERTIGO ZOND** ISC: Vertigo Zond SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6-4	8	11	8	13	0	-3	1	1

Regular Not Impetuous G: Remote Presence

NAME	BS WEAPONS	CC WEAPONS	SWC	C
VERTIGO ZOND	Guided Missile Launcher	Electric Pulse	1	34




REM **METEOR ZOND** ISC: Meteor Zond SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6-4	8	11	11	13	0	-3	1	1

Regular Not Impetuous G: Remote Presence

AD: Combat Jump Sensor Forward Observer Repeater

NAME	BS WEAPONS	CC WEAPONS	SWC	C
METEOR ZOND	Combi Rifle	Electric Pulse	1	29



REM **TRANSDUCTOR ZOND** ISC: Transductor Zond SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6--6	8	8	8	13	0	-3	1	2

Regular Not Impetuous G: Remote Presence
 CH: Mimetism Multiterrain Repeater

NAME	BS WEAPONS	CC WEAPONS	SWC	C
TRANSDUCTOR ZOND		Electric Pulse	0	8




LI **ZOE & Π-WELL** ISC: Zoe & Π-Well

ZOE

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--4	13	11	10	15	1	0	1	--

Regular Not Impetuous Cube
 Engineer

NAME	BS WEAPONS	CC WEAPONS	SWC	C
ZOE Hacker (Hacking Device)	Combi Rifle, D-Charges	Pistol, Knife	-	-




REM **Π-WELL [pi well]**

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6--4	8	11	8	13	0	-3	1	--

Regular Not Impetuous ODD: Optical Disruptor Field G: Remote Presence Forward Observer Repeater Sensor

NAME	BS WEAPONS	CC WEAPONS	SWC	C
Π-WELL	Combi Rifle	Electric Pulse	-	-
ZOE & Π-WELL	Total SWC: 0	Total Cost: 53		AVA: 1



NOTE: ZOE & Π-WELL can not be chosen separately, they must be lined up together.

Combined Army Army List



LI

MORAT VANGUARD INFANTRY

ISC: Morat Vanguard Infantry

LINE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--4	14	11	12	13	1	0	1	Total
Regular	Not Impetuous		Cube	Morat				

NAME	BS WEAPONS	CC WEAPONS	SWC	C
MORAT	Combi Rifle	Pistol, Knife	0	16
MORAT	HMG	Pistol, Knife	1	25
MORAT	Combi Rifle+ Light GL	Pistol, Knife	1	21
MORAT	Missile Launcher	Pistol, Knife	1	38
MORAT	MULTI Sniper Rifle	Pistol, Knife	1	30
MORAT Hacker (Hacking Device)	Combi Rifle	Pistol, Knife	1	28
MORAT (Forward Observer)	Combi Rifle	Pistol, Knife	1	19
MORAT Paramedic (MediKit)	Combi Rifle	Pistol, Knife	0,5	20
MORAT Lieutenant	Combi Rifle	Pistol, Knife	2	16



MI

"ISKALLERS" WCD Jump Operatos

ISC: "Iskallers" Jump Operators

ELITE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
15--5	14	12	12	14	3	0	1	2
Regular	Not Impetuous		Cube	Exrah				
AD: Combat Jump		Super-Jump		V: Courage				

NAME	BS WEAPONS	CC WEAPONS	SWC	C
ISKALLER	Combi Rifle+ Light Shotgun	Pistol, Shock CCW	0	31
ISKALLER	HMG	Pistol, Shock CCW	1,5	40
ISKALLER	MULTI Sniper Rifle	Pistol, Shock CCW	1,5	45
ISKALLER Hacker (Hacking Device)	Combi Rifle+ Light Shotgun	Pistol, Shock CCW	1,5	47
ISKALLER Lieutenant	Combi Rifle+ Light Shotgun	Pistol, Shock CCW	2	31



MI

WCD VECTOR-OPERATORS

ISC: Vector-Operators

ELITE TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
15--5	14	12	11	13	3	0	1	1
Regular	Not Impetuous		Cube	Exrah				
CH: Mimeticism	Multiterrain		Super-Jump	Multispectral Visor L2				

NAME	BS WEAPONS	CC WEAPONS	SWC	C
VECTOR	Combi Rifle+ Light Shotgun	Pistol, Shock CCW	0	30
VECTOR	HMG	Pistol, Shock CCW	1,5	35
VECTOR	MULTI Sniper Rifle	Pistol, Shock CCW	1,5	40
VECTOR Hacker (Hacking Device)	Combi Rifle+ Light Shotgun	Pistol, Shock CCW	0	42
VECTOR Lieutenant	Combi Rifle+ Light Shotgun	Pistol, Shock CCW	1,5	30




MI

WCD VOID OPERATORS

ISC: Void Operators

SPECIALLY TRAINED
TROOPS


MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
6-4	14	12	11	13	3	0	1	2
Regular	Not Impetuous		Cube	Exrah				
Zero-G	Super-Jump		X Visor	360° Visor				
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
OPERATOR	Combi Rifle+ Light Shotgun		Pistol, Shock CCW		0	29		
OPERATOR	HMG		Pistol, Shock CCW		1.5	34		
OPERATOR	MULTI Sniper Rifle		Pistol, Shock CCW		1.5	39		
OPERATOR Hacker (Hacking Device)	Combi Rifle+ Light Shotgun		Pistol, Shock CCW		1.5	41		
OPERATOR Lieutenant	Combi Rifle+ Light Shotgun		Pistol, Shock CCW		2	29		

HI

SURYATS (Morat Assault Heavy Infantry)

ISC: Suryats

VETERAN TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	15	13	15	13	4	-3	2	2
Regular	Not Impetuous		Cube	Morat				
V: Courage								
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
SURYAT	MULTI Rifle		Pistol, Shock CCW		0	57		
SURYAT	HMG		Pistol, Shock CCW		2	58		
SURYAT	Boarding Shotgun		Pistol, Shock CCW		0	49		
SURYAT Lieutenant	MULTI Rifle		Pistol, Shock CCW		1	57		

HI

THE CHARONTIDS

ISC: The Charontids

HEADQUARTER
TROOPS


MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-2	15	13	14	16	5	-6	2	1
Regular	Not Impetuous		G: Mnemonica					
V: No Wound Incapacitation								
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
CHARONTID	PLASMA Rifle, Sepsitor and Nanopulser		Pistol, Monofilament CCW		1	80		
CHARONTID Hacker (Hacking Device Plus)	PLASMA Rifle and Nanopulser		Pistol, Monofilament CCW		2	82		
CHARONTID Lieutenant (Multispectral Visor L3)	PLASMA Rifle and Nanopulser		Pistol, Monofilament CCW		+1	81		
CHARONTID (Multispectral Visor L3)	PLASMA Rifle and Nanopulser		Pistol, Monofilament CCW		0	81		
CHARONTID (Multispectral Visor L3)	HMG and Nanopulser		Pistol, Monofilament CCW		2	80		

T.A.G.

RAICHO Armoured Brigade

ISC: Raicho Armoured Brigade

MECHANIZED
TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6-4	18	15	17	12	8	-6	3	1
Regular	Not Impetuous		Cube	Morat				
ECM								
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
RAICHO	MULTI HMG and Heavy Grenade Launcher				1	97		
RAICHO	MULTI HMG and Heavy Flamethrower				1	89		

T.A.G.

CASKUDA WCD Armoured Jump Operator

ISC: Caskuda

MECHANIZED
TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6--4	18	15	17	12	8	-6	3	1
Regular		Not Impetuous		G: Remote Presence				
AD: Combat Jump		ECM		Explode				
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
CASKUDA	MULTI HMG and Heavy Flamethrower				2	111		



T.A.G.

AVATAR

ISC: Avatar

MECHANIZED
TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6--4	18	15	17	17	10	-9	3	1
Regular		Not Impetuous		G: Mnemonica				
ODD: Optical Disruptor		ECM						
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
AVATAR	MULTI HMG, Heavy Grenade Launcher, Sepstor and Nanopulser		EXP CCW		1	148		
AVATAR	MULTI HMG, Heavy Flamethrower, Sepstor and Nanopulser		EXP CCW		1	140		
AVATAR Lieutenant	MULTI HMG, Heavy Grenade Launcher, Sepstor and Nanopulser		EXP CCW		+2	148		



SK

Shasvastii Pioneer Corps "THE SHROUDED"

ISC: "The Shrouded"

SPECIALLY TRAINED
TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--4	13	12	12	13	0	0	1	2
Regular		Not Impetuous		Cube	Shasvastii			
AutoMediKit		CH: Camouflage		Infiltration				
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
SHROUDED	Combi Rifle and Antipersonnel Mines		Pistol, Knife		0	24		
SHROUDED	Boarding Shotgun and Antipersonnel Mines		Pistol, Knife		0	24		
SHROUDED	MULTI Sniper Rifle		Pistol, Knife		1	38		
SHROUDED Hacker (Hacking Device)	Combi Rifle and Antipersonnel Mines		Pistol, Knife		1	36		
SHROUDED (Forward Observer)	Combi Rifle and Antipersonnel Mines		Pistol, Knife		1	27		
SHROUDED Lieutenant	Combi Rifle and Antipersonnel Mines		Pistol, Knife		2	24		



SK

Shasvastii Deep Incurion Corps "MALIGNOS"

ISC: Malignos

VETERAN TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--4	13	12	12	14	1	0	1	2
Regular		Not Impetuous		Cube	Shasvastii			
AutoMediKit		CH: TO Camouflage		Infiltration				
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
MALIGNOS	Combi Rifle+ Light Shotgun and Antipersonnel Mines		Pistol, Knife		0	37		
MALIGNOS	Combi Rifle+ Light Shotgun and Monofilament Mines		Pistol, Knife		1	43		
MALIGNOS	MULTI Sniper Rifle and Antipersonnel Mines		Pistol, Knife		1	47		
MALIGNOS Hacker (Hacking Device)	Combi Rifle+ Light Shotgun and Antipersonnel Mines		Pistol, Knife		1	49		
MALIGNOS (Forward Observer)	Combi Rifle+ Light Shotgun and Antipersonnel Mines		Pistol, Knife		1	40		
MALIGNOS Lieutenant	Combi Rifle+ Light Shotgun and Antipersonnel Mines		Pistol, Knife		2	37		



SK		SPECULO KILLERS				ISC: Speculo Killers		ELITE TROOPS	
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	
4-4	17	12	12	14	1	0	1	1	
Regular	Not Impetuous	Shasvastii							
AutoMediKit	Martial Arts L3	Impersonation Plus							
NAME	BS WEAPONS			CC WEAPONS		SWC	C		
SPECULO KILLER	Combi Rifle, Smoke Grenades			Pistol, Monofilament CCW		0	39		



WB		DĀTURAZI WITCH-SOLDIERS				ISC: Daturazi Witch-Soldiers		LINE TROOPS	
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	
4-4	18	10	14	13	1	0	1	4	
Regular	Impetuous	Cube		Morat					
Martial Arts L4	CH: Mimetism	Coma							
NAME	BS WEAPONS			CC WEAPONS		SWC	C		
DĀTURAZI	Combi Rifle and Smoke Grenades			Pistol, Shock CCW		0	23		
DĀTURAZI	Combi Rifle and Smoke Grenades			Pistol, AP CCW		0	23		
DĀTURAZI	Combi Rifle and Smoke Grenades			Pistol, EXP CCW		0	25		
DĀTURAZI	Chain Rifle and Smoke Grenades			Pistol, Shock CCW		0	14		
DĀTURAZI	Boarding Shotgun and Smoke Grenades			Pistol, Shock CCW		0	23		
DĀTURAZI	Combi Rifle+ Light Smoke Grenade Launcher			Pistol, Shock CCW		1	23		
DĀTURAZI Lieutenant	Combi Rifle and Smoke Grenades			Pistol, Shock CCW		2	23		



WB		THE HUNGRIES: "GAKIS"				ISC: The Hungries: "Gakis"		LINE TROOPS	
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	
6-6	17	5	13	12	0	0	1	Total	
Irregular	Impetuous	No Cube							
Explode	V: Dogged	Poison							
NAME	BS WEAPONS			CC WEAPONS		SWC	C		
GAKI				AP CCW		0	6		

SAC		THE HUNGRIES: "PRETAS"				ISC: The Hungries: "Pretas"		LINE TROOPS	
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	
6-6	17	7	13	13	0	0	1	Total	
Irregular	Impetuous	No Cube							
V: Dogged	Poison								
NAME	BS WEAPONS			CC WEAPONS		SWC	C		
PRETA	Chain Rifle, Antipersonnel Mines (Biomines)			CCW		0	5		


LI

MED-TECH OBSIDON MEDCHANOID

ISC: Med-Tech Obsidon Medchanoid

SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
6--4	13	11	10	14	1	0	1	1
Regular	Not Impetuous	Cube						
Engineer	Doctor							
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
MED-TECH OBSIDON MEDCHANOID	Combi Rifle, D-Charges		Pistol, Knife		1	23		




REM

M-DRONE

ISC: M-Drone

SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6--4	8	11	8	13	0	-3	1	2
Regular	Not Impetuous	G: Remote Presence						
Forward Observer	Multiterain	Repeater		Sensor				
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
M-DRONE	Combi Rifle		Electric Pulse		0	23		




REM

Q-DRONE

ISC: Q-Drone

SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6--4	8	11	8	13	0	-3	1	1
Regular	Not Impetuous	G: Remote Presence						
CH: Mimeticism	Total Reaction	Repeater		360° Visor				
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
Q-DRONE	HMG and Antipersonnel Mines		Electric Pulse		1	29		
Q-DRONE	PLASMA Rifle and Antipersonnel Mines		Electric Pulse		1	30		
Q-DRONE	HMG and Monofilament Mines		Electric Pulse		1	35		




REM

T-DRONE

ISC: T-Drone

SUPPORT TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA
6--4	8	11	8	13	0	-3	1	2
Regular	Not Impetuous	G: Remote Presence						
NAME	BS WEAPONS		CC WEAPONS		SWC	C		
T-DRONE	Guided Missile Launcher		Electric Pulse		1	34		



REM		R-DRONE				ISC: R-Drone		SUPPORT TROOPS	
MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA	
6-6	8	8	8	13	0	-3	1	2	
Regular		Not Impetuous		G: Remote Presence					
CH: Mimetism		Multiterrain		Repeater					
NAME		BS WEAPONS		CC WEAPONS		SWC	C		
R-DRONE				Electric Pulse		0	8		



Mercenaries

Army List

WB

YUAN YUAN

ISC: Yuan Yuan

MERCENARY TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--4	17	9	13	13	0	0	1	4

Irregular Impetuous No Cube

Booty AD: Combat Jump

NAME	BS WEAPONS	CC WEAPONS	SWC	C
YUAN YUAN	Chain Rifle, Smoke Grenades	Pistol, Shock CCW	0	11
YUAN YUAN	Chain Rifle, Smoke Grenades	Pistol, AP CCW	0	11
YUAN YUAN	Boarding Shotgun, Smoke Grenades	Pistol, Shock CCW	0	19
YUAN YUAN	Rifle, Smoke Grenades	Pistol, Shock CCW	0	17
YUAN YUAN Lieutenant	Chain Rifle, Smoke Grenades	Pistol, Shock CCW	3	11



NOTE: They can not be lined up with Yu Jing or The Combined Army

Booty

1-3	Light Armour(+1 ARM)	12	E/M Grenades
4	EXP CCW	13	E/M CCW
5	Light Shotgun	14-15	Light Armour(+2 ARM)
6	Heavy Armour (+4 ARM)	16	X Visor
7	Grenades	17	Monofilament CCW
8	Adhesive Launcher	18	Combi Rifle
9	Light Grenade Launcher	19	AP Rifle
10	Light Flamethrower	20	AutoMediKit
11	Panzerfaust		

WB

McMURROUGH, Mercenary Dog-Warrior

ISC: McMurrugh

MERCENARY TROOPS

Form: DOG-WARRIOR

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
6--4	19	11	16	14	3	0	3	1

Irregular Impetuous No Cube

Martial Arts L3 CC with 2 Weapons Total Immunity Super-Jump

Form: DOGFACE

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4--4	17	11	14	14	1	0	1	-

Irregular Impetuous Transmutation No Cube

Martial Arts L3 CC with 2 Weapons Total Immunity Super-Jump

NAME	BS WEAPONS	CC WEAPONS	SWC	C
McMURROUGH	2 Chain Rifles, Grenades and Smoke Grenades	AP CCW and Shock CCW	0	36
McMURROUGH	Heavy Shotgun, Grenades and Smoke Grenades	AP CCW and Shock CCW	0	52

NOTE: A Dog-Warrior is always deployed in Dog-Face form, and only transmutes in Dog-Warrior when indicates the Transmutation Special Skill.



SK

SAITO TÔGAN, Mercenary Ninja

ISC: Saito Tôgan

MERCENARY TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
4-4	18	11	13	14	1	0	1	1

Regular Not Impetuous Cube

Martial Arts L4 CH: TO Camouflage Infiltration

NAME	BS WEAPONS	CC WEAPONS	SWC	C
SAITO TÔGAN	Combi Rifle, Smoke Grenades	Pistol, EXP CCW	0	41



WB

MIYAMOTO MUSHASHI

ISC: Miyamoto Mushashi

MERCENARY TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
6-4	22	9	14	15	1	0	1	1

Irregular Not Impetuous Cube

Martial Arts L5 CC with 2 Weapons V: No Wound Incapacitation

NAME	BS WEAPONS	CC WEAPONS	SWC	C
MIYAMOTO MUSHASHI	Chain Rifle	AP CCW, EXP CCW	0	26



LI

AVICENNA

ISC: Avicena

MERCENARY TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA
6-4	13	11	13	17	2	0	1	1

Regular Not Impetuous Cube

Doctor V: No Wound Incapacitation

NAME	BS WEAPONS	CC WEAPONS	SWC	C
AVICENNA	Combi Rifle	Pistol, Knife	0	32



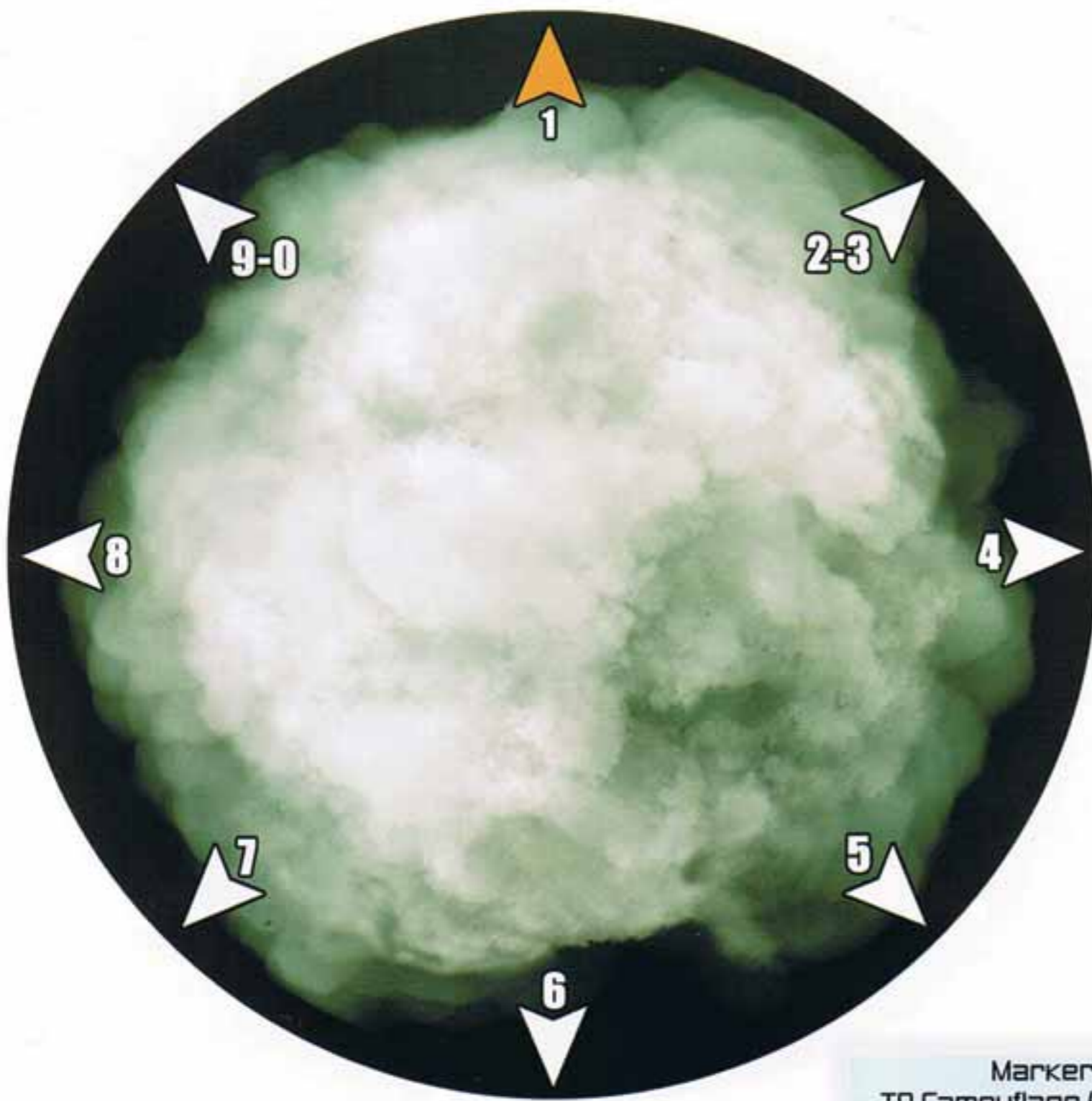


SMOKE Circular Template

EXPLOSION Circular Template

Markers:
Camouflage (Camo).
Suppression Fire.





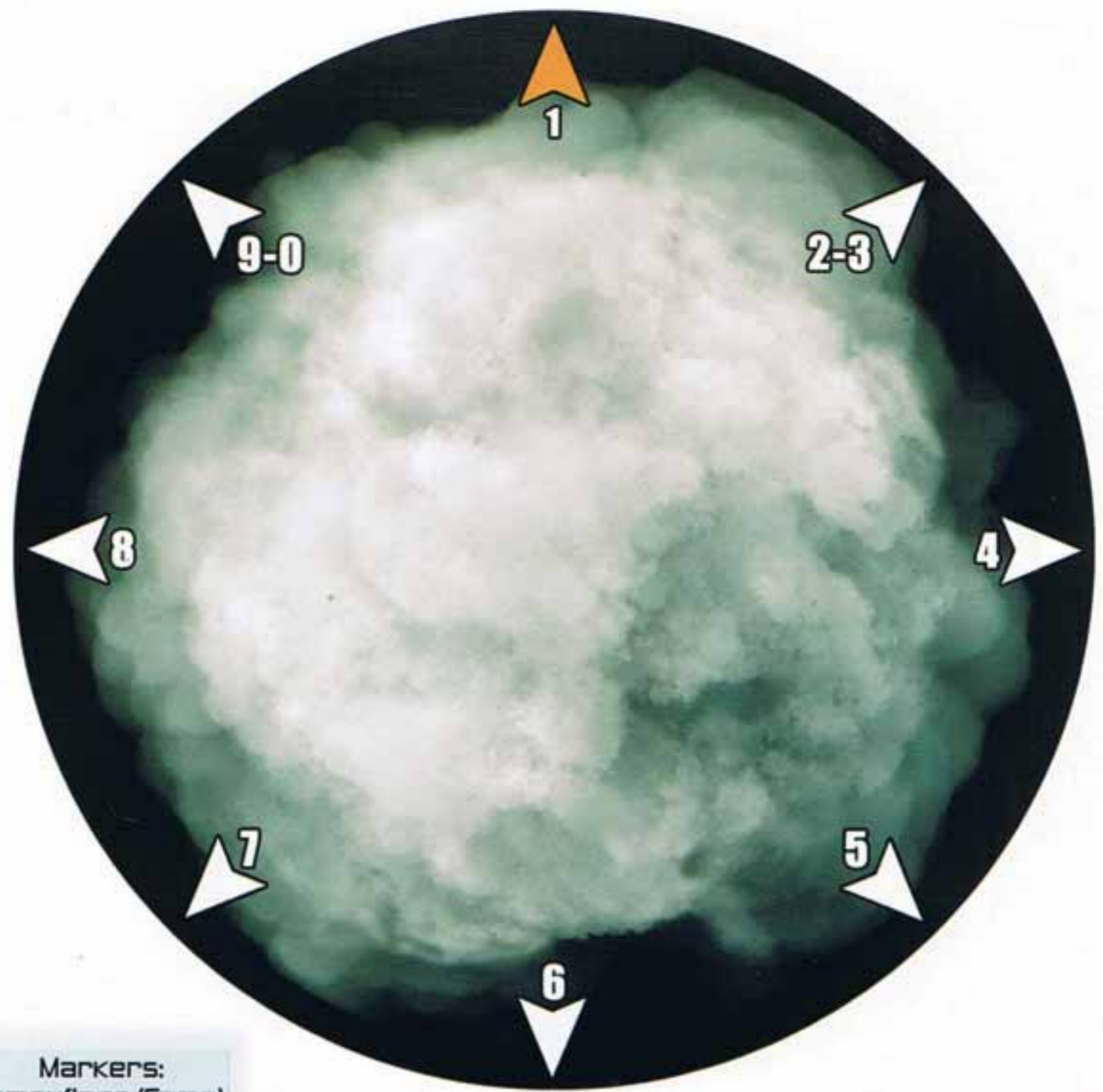
SMOKE Circular Template



Markers:
 TO Camouflage (TO/Camo),
 Prone,
 Impersonation 1 (IMP//1),
 1 Wound,
 2 Wounds,
 3 Wounds,
 Deployable Repeater
 (Repeater)

EXPLOSION Circular Template

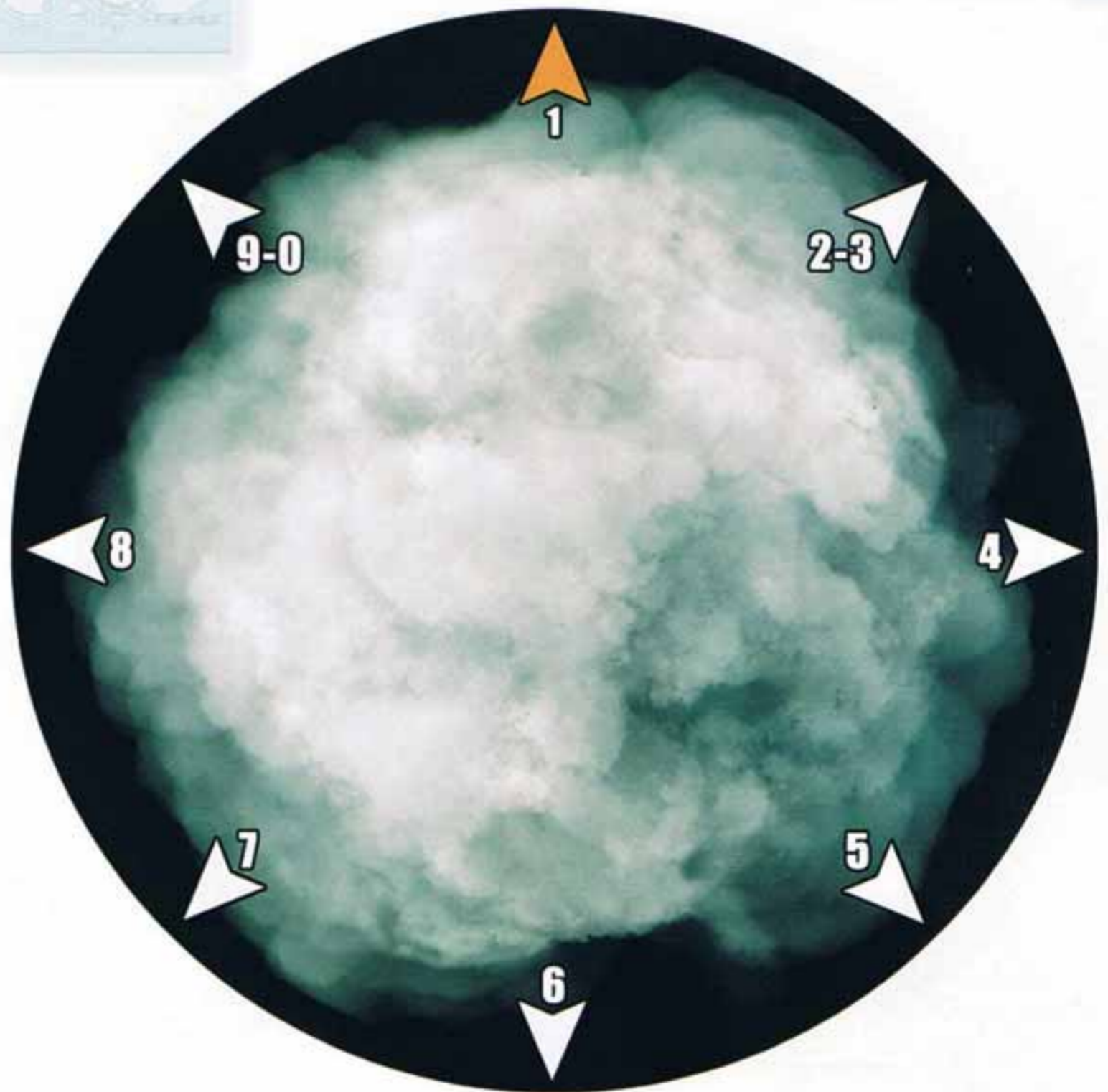




Markers:
Camouflage (Camo).
Impersonation 2 (IMP//2).
Prone.
1 Wound.
2 Wounds.
Immobilized (IMM).
Possessed (Pos).
Disabled (DIS).

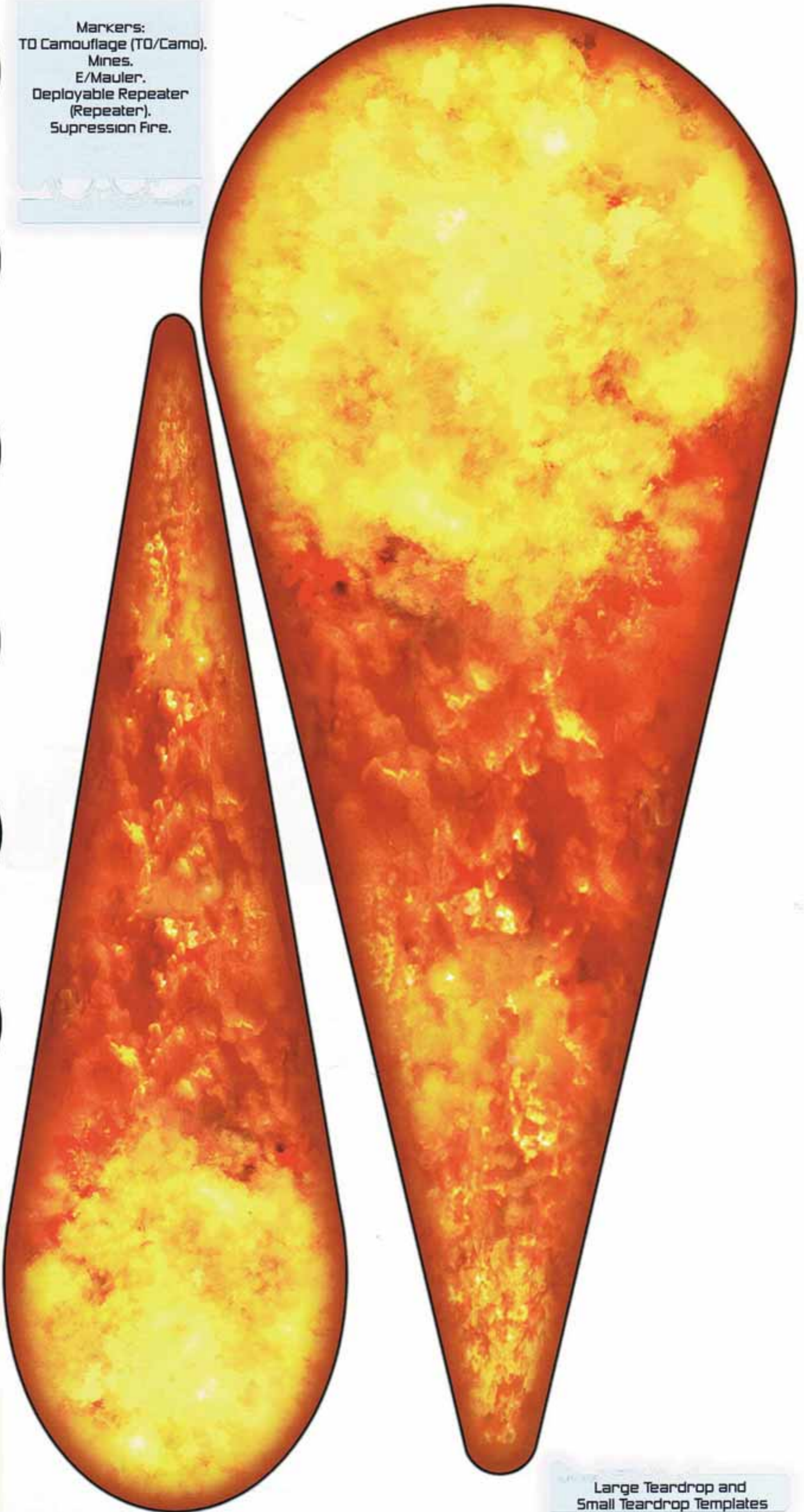
SMOKE Circular Template

SMOKE Circular Template





Markers:
TO Camouflage (TO/Camo).
Mines.
E/Mauler.
Deployable Repeater
(Repeater).
Suppression Fire.



Large Teardrop and Small Teardrop Templates

[Dive active]
[Accessing Maya: Online]

175 years into the future. Humanity has extended through various star systems...

Science advances, economy prospers and all appears to be going reasonably well...

However, beneath the apparent calm, the great Powers are engaged in small, overlapping wars, low intensity conflicts and covert operations...

The delicate equilibrium of the Human Sphere may come crashing down with the arrival on the scene of a new participant in the struggle: a combined alien force, led by an Evolved Intelligence that is implacably and absolutely hostile to Humanity...

"Infinity" is a game using 28mm metal miniatures which simulates skirmishes, combat, Direct Actions and Special Operations in a science-fiction environment.

"Infinity" is an innovative games system which is both dynamic and entertaining, permitting the full participation of players as the game sequence unfolds. Featuring outstanding realism and flexibility, Infinity allows players a wide choice of tactical and strategic manoeuvres.

[Transferring data]
[Anti-Hack Protocols: Scanning]



The "Infinity" game manual includes:

Background and detailed descriptions for each of the different Powers and their respective armed forces, with photos and illustrations in full colour.

The complete Rules for the game plus advanced Combat Hacking rules and complete army listings for all the factions involved, including weapons and equipment charts, markers and templates, plus all the other information necessary to enable you to play "Infinity".

Connect now and lead your elite force through daring multi-spectrum operations in the most intense and dangerous areas of combat in the entire Human Sphere.

[Firewall: Active]
[Increasing dive speed]

